GAMES around the world

SCINATING GAMES FROM THE FOUR CORNERS OF THE WORLD

for BOYS & GIRLS

GAMES
AROUND THE WORLD

Written by
HELEN JILL FLETCHER

AXTON-SLADE PUBLISHING CO., N. Y. C.
Printed in U.S.A.

INTRODUCTION

All children, the world over, love to play games. And fundamentally, the games they play, whether they come from Iceland or Africa, Korea or Argentina, are very much alike.

The instinct, and the desire to play, is born in a child; the little half-savage African in the jungle; the little pig-tailed Chinese trudging along in the shadow of the Great Wall; the little turbaned lad beneath the palm trees of India, or our own little American boys and girls, all share in this one great desire.

Color, dress and language make little difference to a child. A child of another country does not have to speak Chinese in order to have a good time with Chinese children. Just toss a ball, or blindfold the eyes, or start to play house, and all the barriers are broken down, and the lack of conversation is not even felt.

In all children there seems to be a natural desire to imitate the occupations of their mothers and fathers; to play house; to play doctor and nurses; to play hunter in the jungle, and to play soldiers. And their games reflect something of the life and culture of the people and their environment.

In some countries children play more than in others. This is not because of a lesser degree of desire to play, but because children of some countries must assume adult duties at an early age. For that reason, games from Moslem countries and from some parts of South America are few and far between.

Playing games of other countries benefit a child. Thro games they gain a basis of understanding with children world over. They will gain knowledge of other countries and will learn something of the characteristics and customs of the people. But the greatest value is the feeling of fellowship, of brotherhood with children around the world, that will develop.

So, come with me on a magic carpet, and let's fly to the four corners of the world and let's join hands with the children of other lands, for, the children that play together, stay together.

The Author

Copyright 1955. All rights reserved. Paxton-Slade Publishing Co., New York, N. Y.

TABLE OF CONTENTS

GAMES OF AMERICA, NORTH OF MEXICO 5

ALASKA 6

Musk Oxen
Eskimo Football

SOUTHEASTERN ALASKA 7

The Tlingit Indian game of Hagoo (Come Here)

FRENCH CANADIAN 8

Pass the Broom
Hide the Pencil

CANADIAN INDIAN GAMES 9

Guess how many?
Tipcat

UNITED STATES 10

Fruit Basket
Nsikwa 11
Sheep-Nanny

SPANISH AMERICAN GAMES 12

Cobra
Little Blind Chick

AMERICAN INDIAN GAMES 13

Tokoinawas (Ring and Arrow Game)
Qua 'Quallis (Ring and Pin Game)

GAMES FROM AFRICA 14

ANGOLA 15

Mulambilwa
African Handball

CAMEROUN 16

Ngale Kup Ba Ze (The Hen and the Leopard)

CONGO 17

Banyoka (The Snakes)

EAST AFRICA 18

Ebenga
Liba

LIBERIA 19

Jumping Game

NIGERIA 20

Kini O Ni Lye? (Who has Feathers?)
Jamolibanna (Pinching the Foot)

SOUTH AFRICA 21

African Game Trap
Cattle Stockade

ASIA AND THE PACIFIC ISLANDS .. 22

BURMA 23

Loo K'Bah Zee
Hop Scotch

CHINA 24

Catching the Dragon's Tail
Tiger Trap

CENTRAL INDIA 25

Kabaddi
Scorpion's Sting

NORTHERN INDIA 26

Sher Aur Bakri (The Lion and the Goat)
Phugadi

SOUTHERN INDIA 27

Water Pots

IRAN 28

Goosh Va Damagh (Ear and Nose)

JAPAN 29

O-ki Cho-Chin, Chi-Chai, Cho-chin (Big Lantern Little Lantern)
Hana, Hana, Hana, Kuchi

KOREA 30

Pang e Chang Man
Ha-Taik-Kyen-Ha-Ki

MALAYA 31

Grinding Stone
Turtle's Nest

SYRIA 32

Hat Tag
Ball

TURKEY 33

Presents and Punishments

TABLE OF CONTENTS

NEW GUINEA 34
Nachtwacht (Watchman)

PHILIPPINE ISLANDS 35
Potato Joust
Lame Duck

GAMES FROM LATIN AMERICA 36

CUBA 37
Cuba and Spain
Cuban Counting Out Rhymes

PUERTO RICO 38
Por Aqui Hay Candela
(Give me a Light)
El Palo (The Stick)

MEXICO 39
A Pinata

ARGENTINA 40
A La Rueda Rueda
(Ring around the Rosy)
Martin Piscador (Fisher Martin)

BOLIVIA 41
Tirar Frijoles (Throw the Beans)

BRAZIL 42
Luta de Galho
(The Chicken Fight)
Chef Manda (The Chief Orders)

CHILI 43
La Canasta
Minha Direita Desocupada
(My Right Side is Empty)

COLOMBIA 44
Palito Verde (Little Green Stick)

PERU 45
El Reloj (The Clock)

GAMES FROM EUROPE 46

AUSTRIA 47
Nummernspiel (Numbers)
Cafehaus (Restaurant)

CZECHOSLOVAKIA 48
Zpoved (Confessions)
Hide the Thimble

DENMARK 49
Baste the Bear

ENGLAND 50
Kickery

FRANCE 51
Cache Cache (Hide Hide)

GERMANY 52
Adam had Seven Sons
Dog Collar

GREECE 53
Pebble

HOLLAND 54
Prooi (Captured)

ITALY 55
Follow Chase

RUSSIA 56
Gorelki (Last Couple Out)
Tyshan (The Gypsy)

SCOTLAND 57
Wee Bologna Man

SPAIN 58
Moon and Morning Stars

SWEDEN 59
Cuckoo

SWITZERLAND 60
Eagles and Goats
The Goatherd

COSTUMES AROUND THE WORLD 61
Chinese
South Sea Islanders
Indian 62
French
Hawaiian
Scotch
Japanese 63
Mexican
Peruvian
Russian
Burmese 64
Dutch

GAMES OF AMERICA, NORTH OF MEXICO

The majority of games played in America, north of Mexico, were brought by the early settlers from their homelands. Because the languages and cultures of the early settlers were so varied, the children of North America play a great variety of games.

The children of the settlers taught their games to the native children, and they, in turn, were taught the games of the natives. Many games were changed from their original form, and many new games were invented.

In this chaper, you will find some of the best known games of Alaska, Canada and the United States. You will find games from different parts of the countries, for, in different areas, among different people, the games are so individual that it seemed worthwhile to include some typical ones.

The Native inhabitants of Alaska are Eskimos and Indians, who make their living by fishing and hunting. The games of the children reflect these occupations. Eskimo children, as children the world over, love to spin tops. They have a very good game they play with their spinning tops. As soon as the top is set in motion, the owner dashes around the house trying to get back to his top before it stops spinning.

In Canada and the United States most of the games played by the children are those that were played in the British Isles, the common language making such a transfer practical.

ALASKA

MUSK OXEN

6 - 20 players out of doors

Musk Ox is an Eskimo game filled with excitement. Eskimo boys and girls like to play at hunting the musk oxen and that is how this game came into existence.

HOW TO PLAY THE GAME

One of the players pulls the skin of a musk ox over his head. Then he runs and dodges about while the other players circle around him and try to hit him with blunt arrows. If you want to play this game, you might use a blanket for an ox skin and blunt sticks for arrows.

Musk Oxen is sometimes varied by choosing two players to be Musk Oxen. They approach the other children and cry out "Musk Ox." At this signal the other children chase them. If the Musk Oxen are tagged before they reach a chosen goal, the taggers become Musk Oxen.

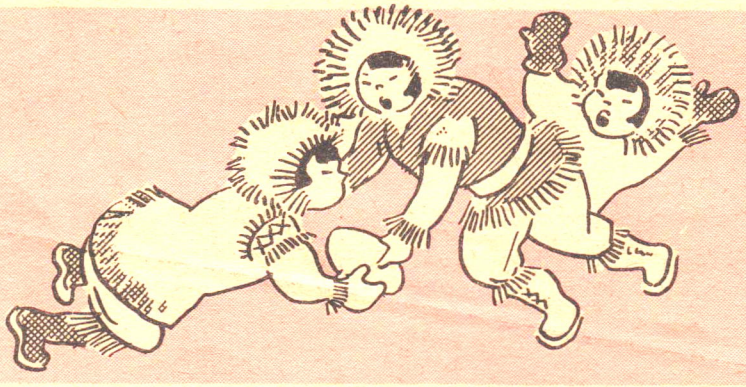
ESKIMO FOOTBALL

8 - 20 players out of doors

Eskimo football is usually played in winter on the hard, drifted snow. A ball made of leather and stuffed with deer hair or moss is used. You might use either a basketball or a volleyball.

HOW TO PLAY THE GAME

Two leaders are chosen. Each leader chooses a player alternately, until the players are divided. Then the players on each side stand along their goal lines, and the ball is tossed halfway between them. The players rush at the ball, and with kicks and blows, each team tries to drive it over the goal line of the opposite team.



SOUTHEASTERN ALASKA

THE TLINGIT INDIAN GAME OF HAGOO (COME HERE)

10 - 30 players Indoors or out of doors

The Tlingit Indians are one of the groups of tribes of the North Pacific Coast Indians, inhabiting south-eastern Alaska. They are divided into two clans, the Ravens and the Eagles. They make their living by fishing, woodworking and making totem poles.

HOW TO PLAY THE GAME

The players are divided into two groups, one made up of boys and one of girls. Each side chooses a captain.

If the girls have a turn first, they decide on the name of some boy in the other group. The girls form a double line, at the head of the line the girl captain stands on a chair or box, holding a handkerchief in her hand. The girl captain waves the handkerchief and all the rest of the girls on the team cry out "Hagoo, John," or whatever boy's name has been chosen. The boy called must walk between the double line of girls without smiling, and take the handkerchief away from the leader, who will hold it beyond his reach so that he must jump for it. The girls try their best to make him smile. They keep on calling "Hagoo, John," until he gets the handkerchief and returns with it, along the double line, without breaking into a smile. If he succeeds, his team cheers him. If he had smiled before getting the handkerchief, he is held a prisoner until some other boy is called and able to pass the test. Often there will be several players taken prisoner before the handkerchief can be taken to the other side.

Then it is the boys' turn and one of the boys will cry out "Hagoo, Mary," or whatever girl's name has been chosen, and the same procedure is carried out.

FRENCH CANADIAN

The boys and girls of Canada play many games which are similar to the games played by the children of the United States.

PASS THE BROOM

10 - 30 players Indoors

HOW TO PLAY THE GAME

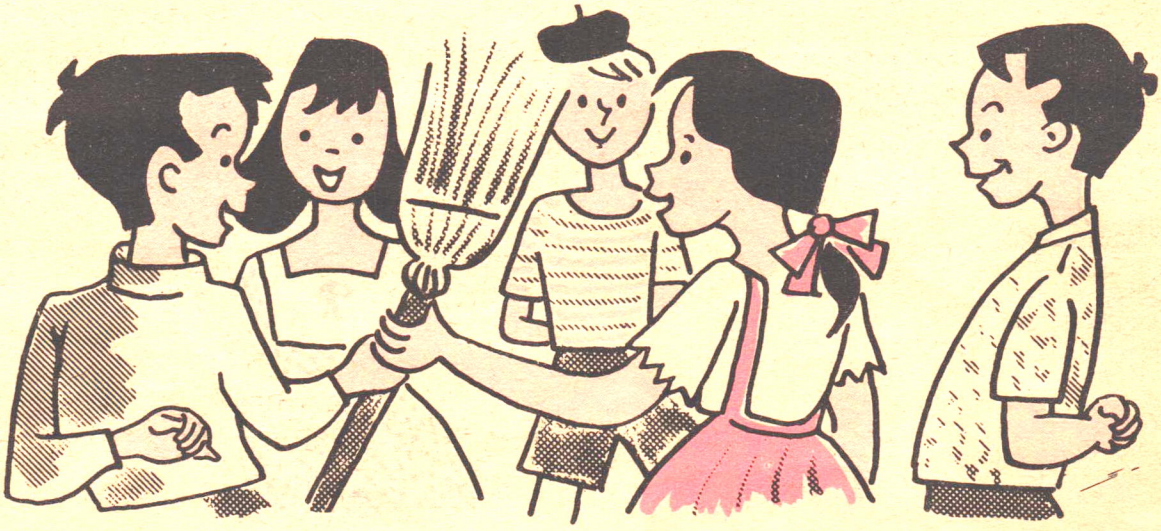
The players form a large circle, facing inwards towards the center. Each player puts one hand behind his back and stands quietly. A broom is passed from one player to another, behind their backs, and from hand to hand. Meanwhile, music is played either on a piano or phonograph. The music stops suddenly. The player who is holding the broom when the music stops, must drop out of the circle. The game continues until only one player remains who is the winner of the game.

HIDE THE PENCIL

5 - 20 players Indoors

HOW TO PLAY THE GAME

All the players leave the room, but one. The player who is left in the room, hides the pencil where it can be plainly seen. The rest of the players are called back into the room, and are told that the pencil is in view and for them to look around until they see it. As each child sees the pencil, he quietly returns to his seat without saying a word or showing the rest of the players where the pencil is. The hunt continues until all players have discovered the hiding place of the pencil. The player who was first to see it has the next chance to hide it while the other players go out of the room.



CANADIAN INDIAN GAMES

There are many tribes of Indians in Canada. In the winter, the Indian, like the Eskimo, lives by hunting and trapping. In the summer they move toward the coast to fish. Among almost all of the Indian tribes, great respect is shown to the "medicine men," or "witch doctors," who, they believe, have magic powers to do either great good or great harm

GUESS HOW MANY?

2 - 12 players Indoors or out of doors

HOW TO PLAY THE GAME

The Indian children use kernels of Indian corn or pebbles for this game. You may use beans or stones. One player hides the kernels in one of his hands. He goes from one child to another in the group, asking the same question "Guess how many?" The player who guesses the correct number wins and has the next turn.

TIPCAT

2 - 12 players Out of doors

HOW TO PLAY THE GAME

The game is played with two sticks, one large and one small. The player who is the batter, holds the small stick in his left hand, and the large stick in his right. He tosses the small stick into the air, and then strikes it with the large stick. The rest of the players run after the small stick. The player who gets the small stick, throws it at the batter. If the stick touches the batter, the one that threw it wins and gets the next turn to the batter. If he misses, and did not touch the batter, the same batter has another turn.

UNITED STATES

From the hundreds and hundreds of games played by the children of the Unted States, only a few representative games from different parts of the country, could be included in this book.

FRUIT BASKET

10 - 30 players out of doors

HOW TO PLAY THE GAME

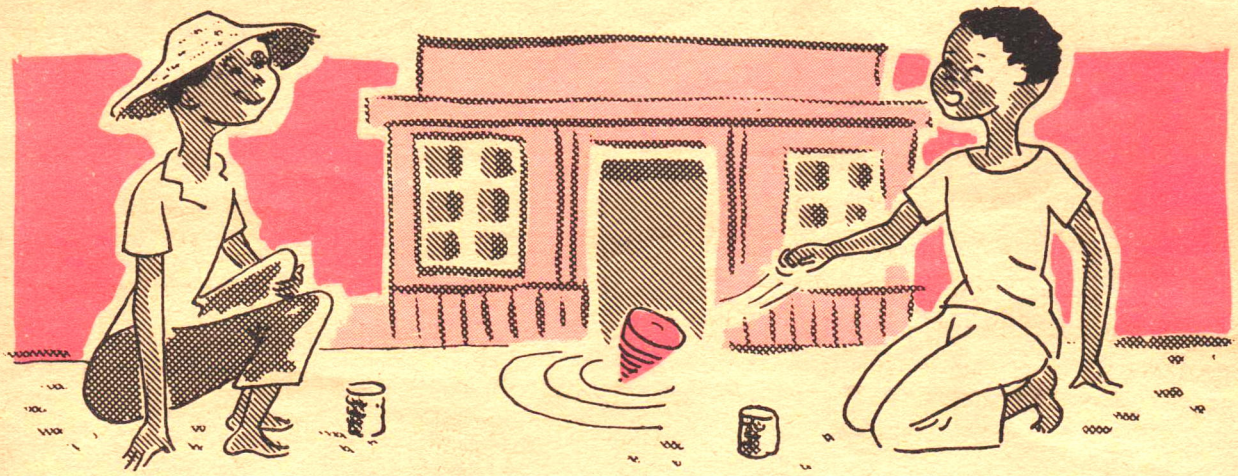
All the players are seated in a circle, with the exception of the player who is IT. IT stands in the center of the circle and gives the name of a fruit to each player, such as, apple, cherry, pear etc. If the group is very large, some of the names will have to be repeated. IT tells a story bringing in the names of fruits in groups of two or more. For example, "I received a basket of fruit for my birthday, in it were some apples, cherries and pears." The minute the players, who were given the names of the fruits mentioned hear the fruit called, they immediately exchange places. IT tries to get into one of the vacant seats left in the circle before the exchange is completed. If he succeeds, the player who is left without a seat, becomes IT. If he fails, he is IT for another turn. When the name "FRUIT BASKET" is brought into the story, all players must exchange seats.

NSIKWA

2 - 6 players out of doors

HOW TO PLAY THE GAME

Two or more players seat themselves on the ground and face each other, in lines about 10 feet apart. In front of each player is a small piece of corn cob about 2 or 3 inches high. You may use any other small light object that can be overturned easily. Each player holds a top in his hand. When all are ready, each player spins his top across the clear space with great force, and tries to overturn the piece of corn cob belonging to the player opposite him.



SHEEP-NANNY

6 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is the Leader and the rest of the players are the Sheep. The Leader calls her Sheep, "She-e-ep Na-a-nny! She-e-ep Na-a-nny! She-e-ep - Na-anny! She-e-ep Na-a- nny! She-e-ep Na-a-nny!" The Sheep follow the Leader answering, "Ba-a-a Ba-a-a!" The Leader turns quickly and tries to tag the Sheep, while they run for safety, to a circle that was previously marked on the ground or floor. The Leader tries to pull the Sheep out of the safety circle, one at a time. The Leader may put only one foot over the line of the safety circle as she tries to pull out the Sheep. Each Sheep that the Leader manages to pull out of the circle, must help the Leader pull other Sheep out. The Sheep in the safety circle, try to pull the outer ones back. The game is over when all the Sheep are pulled out, or the Leader and all the Sheep are pulled in.

SPANISH AMERICAN GAMES

COBRA

10 - 30 players Indoors or out of doors

HOW TO PLAY THE GAME

The players form a large circle, holding each others hands. One player is selected to be the Cobra. The Cobra stands in the center of the circle. The Cobra walks around inside the circle chanting, "Through which door shall I escape?" The players in the circle answer, "Not through here," and tighten their grips on each others hands. The Cobra tries to push himself through the "doors" made by the clasped hands, until he finally succeeds in getting out of the circle. The player, who allowed the Cobra to slip out, becomes the next Cobra and the game is repeated.

LITTLE BLIND CHICK

6 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

A player is chosen to be the Little Blind Chick, and is blindfolded. The rest of the players form a circle by joining hands, and Little Blind Chick stands in the center of the circle.

Little Blind Chick tries to catch a player in the circle. When he catches one he tries to guess the player's name. If he succeeds, the player caught becomes the Little Blind Chick. If he fails he must try again.

AMERICAN INDIAN GAMES

TOKOINAWAS (Ring and Arrow Game)

4 players Out of doors

HOW TO PLAY THE GAME

A ring, seven inches in diameter, is made out of corn husks. The ring is wrapped, half with white and half with red cord. Four corn-cob darts are used, each with two feathers, and wooden points, about 10 inches in length. You may use a rope coiled quoit and ready-made arrows.

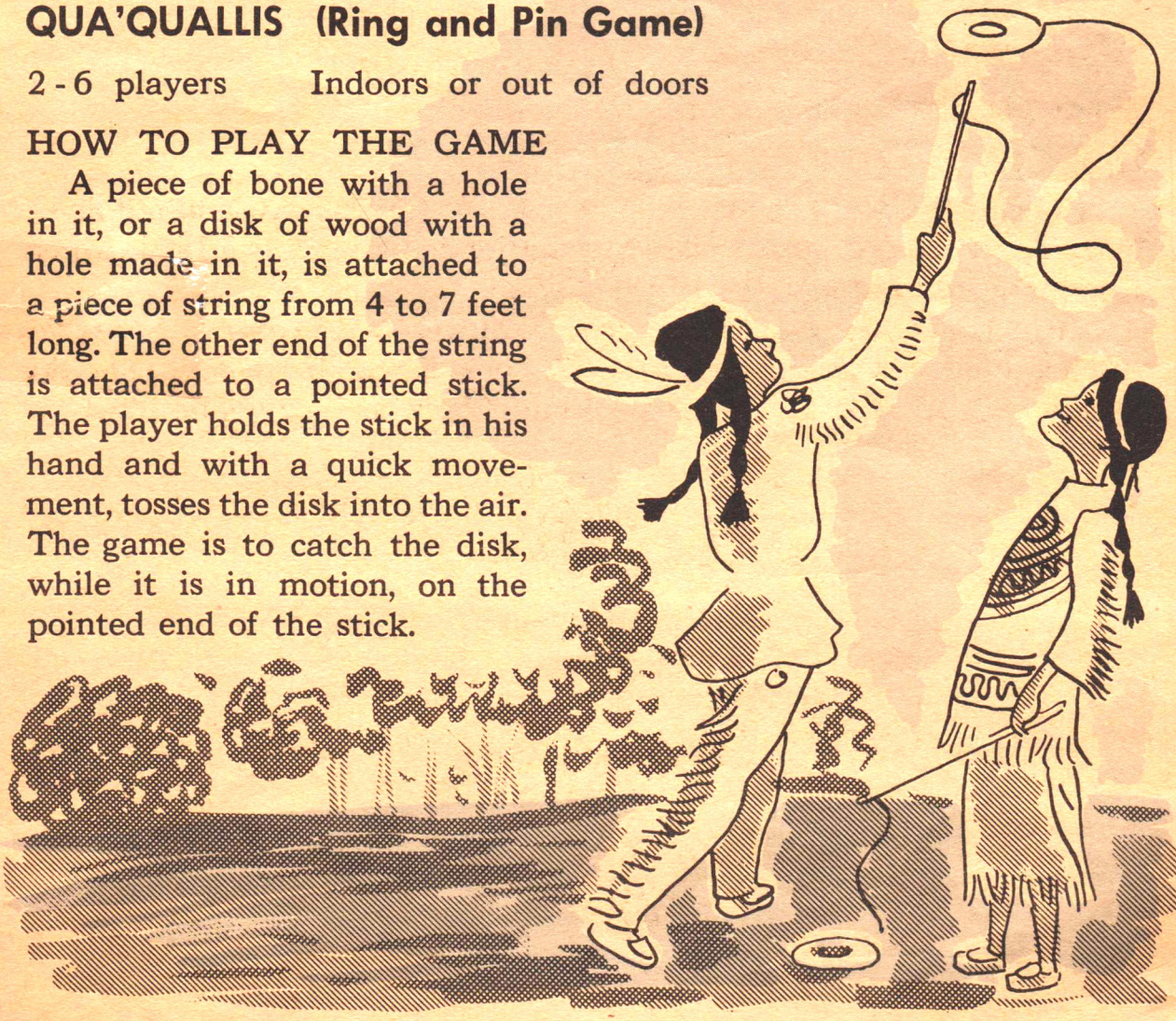
Two players face each other and roll the ring back and forth. The two players on the opposite side shoot at it with their arrows. The one who hits the ring or shoots through it the oftenest, in 10 rolls, wins the game.

QUA'QUALLIS (Ring and Pin Game)

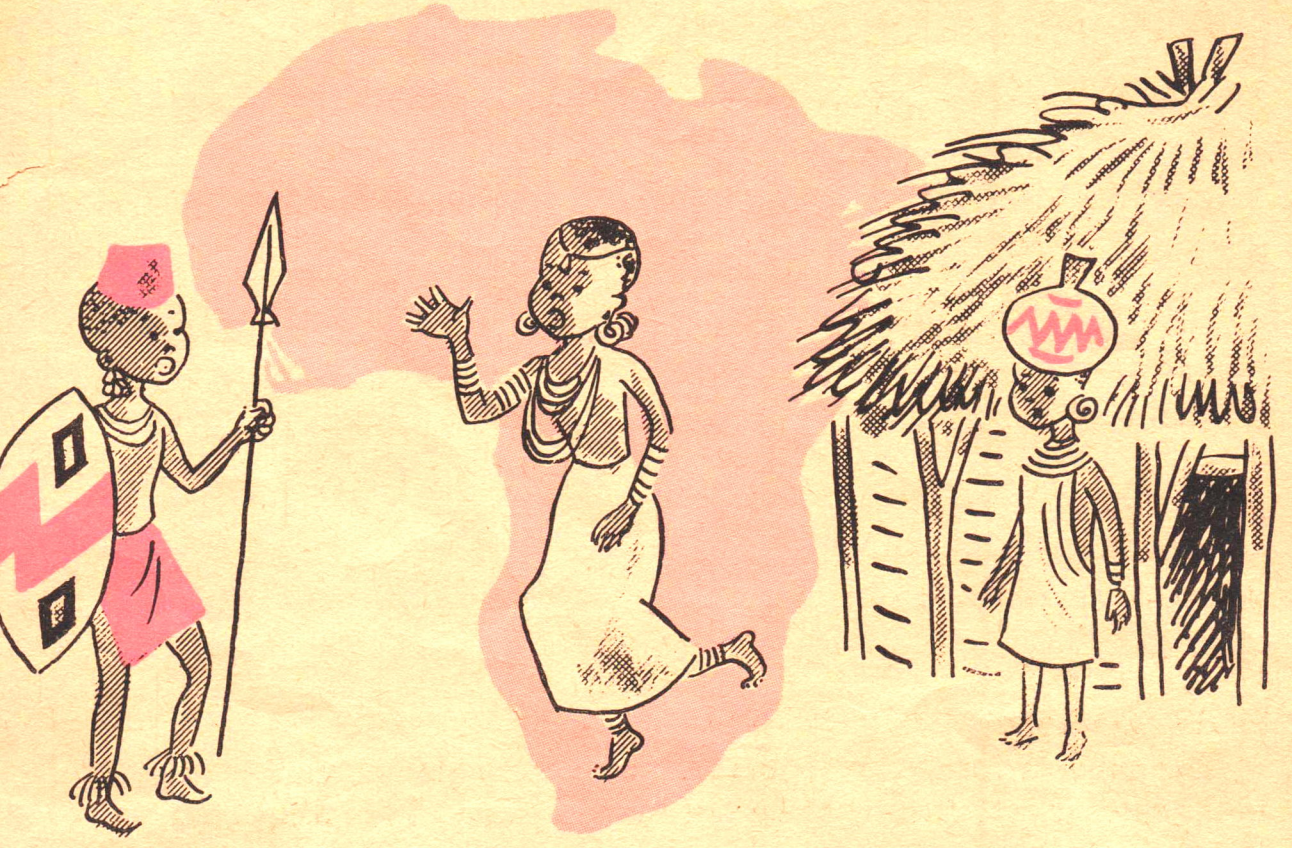
2 - 6 players Indoors or out of doors

HOW TO PLAY THE GAME

A piece of bone with a hole in it, or a disk of wood with a hole made in it, is attached to a piece of string from 4 to 7 feet long. The other end of the string is attached to a pointed stick. The player holds the stick in his hand and with a quick movement, tosses the disk into the air. The game is to catch the disk, while it is in motion, on the pointed end of the stick.



GAMES FROM AFRICA



The games in this chapter, are primarily those played by the Negro children in the villages of Africa. Because these children spend so much time in the open, as the climate is ideal, most of their games are played out of doors.

As can be expected, many of their games imitate or are suggestive of hunting, since hunting plays a large part in the providing of food for the African Negro family. You will notice in African games, the one who is "IT," is often called a lion, and the hunted ones are called deer.

The African boys make tiny bows and arrows out of grass stalks and are extremely clever in fashioning lions, snakes, elephants and other wild animals out of mud.

You will also notice in the games of the African people, a definite rhythm or beat accompanies many of their games. The Negroes of Africa are a rhythmic people and their games reflect this by chanting, or clapping or stamping along with their games. The players are often more interested in the rhythm of a game than they are in competing to win. One of the best known games of the African children is Ebenga, which was inspired by the skill of the hunters.

ANGOLA

MULAMBILWA

10 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

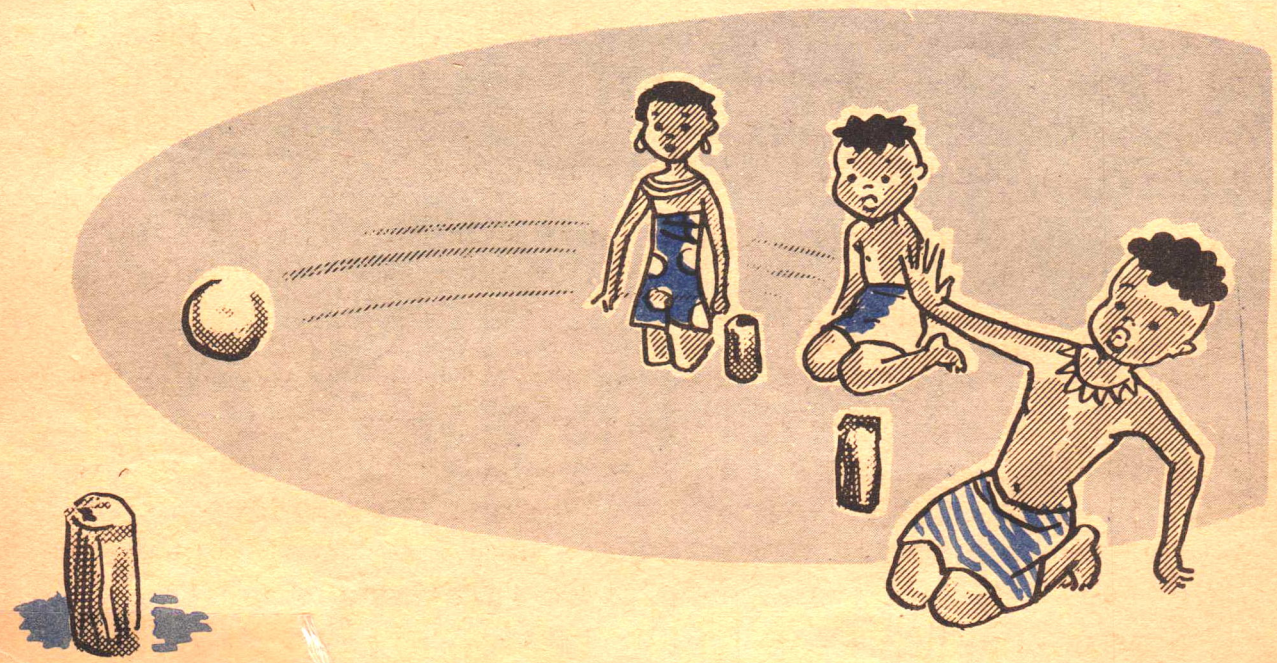
The players form two teams, and the teams kneel facing each other about 15 or 20 feet apart. In front of each player is a tenpin. You may use a pop bottle if you like. Each player has a ball. At the signal to start, each player rolls or throws his ball at the pin of any one of his opponents on the other team. When all the pins are down for one team, the team must get up and run to their goal line, about 20 or 30 feet away. If they are caught before they reach their goal line they must pay a forfeit.

AFRICAN HANDBALL

6 or more players Out of doors

HOW TO PLAY THE GAME

The players form two teams. A member of the team that has the ball, tosses it into the air to one of his own team. The other team tries to intercept it and gain possession of the ball. The object of the game is for one team to keep possession of the ball as long as possible. Every time the ball is caught, the members of that team, except the player who has caught the ball, clap their hands and stamp their feet.



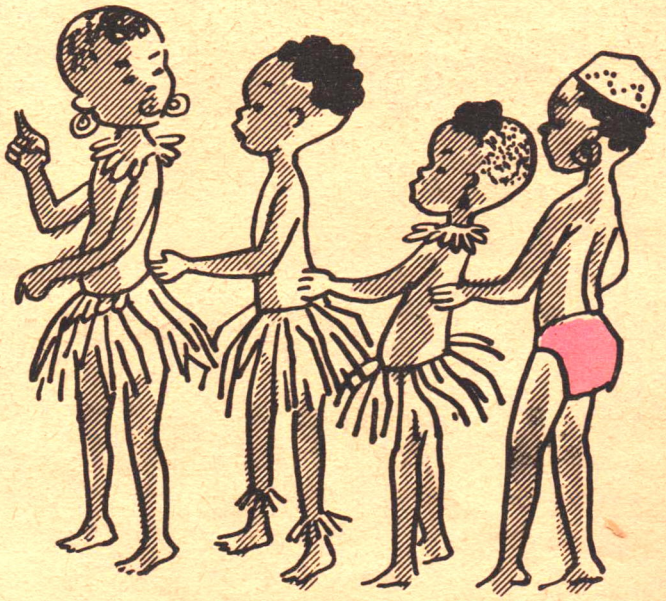
CAMEROUN

NGALE KUP BA ZE (The Hen and the Leopard)

8 - 25 players Indoors or out of doors

HOW TO PLAY THE GAME

Two players are selected, one to be the Mother Hen ,and the other to be the fierce Leopard. The rest of the players are the Chickens. The Chickens form a long line behind the Mother Hen, each player holding the player in front of him, around the waist. The fierce Leopard stands in front of the line, swinging back and forth and growling. The Chickens, behind the Mother Hen sway back and forth and chant as the Leopard growls. The Mother Hen chants, "The Leopard comes to catch you!" The Chickens chant in reply, "Poor Chickens! Poor Chickens!" With a lound snarl, the Leopard makes a grab at the Chickens, who quickly fall to the ground. If the Leopard catches a Chicken before it falls to the ground, the Chicken must leave the group, and watch until the Leopard catches all the other Chickens.



CONGO

BANYOKA (The Snakes)

This game is a favorite of the children of the Bemba tribe of the Southern Congo and of the children of Northern Rhodesia. It is played on thick grass or soft ground.

6 - 20 players Out of doors

HOW TO PLAY THE GAME

The players divide into two or more groups, depending upon how many players there are. There should be at least four players in each group and not more than ten. The players form themselves into a snake by sitting on the ground, one behind the other. Each player has his legs outspread and encircles the body of the player in front of him. Another snake is formed the same way. The different snakes should be in parallel lines and will move in the same direction. The players in each snake, inch the whole line forward by waving their bodies back and forth to the tune of some primitive native chant. You may hum the tune of some lively American song. Each "snake" tries to go faster than the other snakes. The one that reaches the goal line first, wins.

EAST AFRICA

EBENGA

6 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

A cross section of bamboo root is cut into a disk. The players take long spears of bamboo and form two teams. The teams line up, facing each other, about 30 to 40 yards apart. The first player in one line rolls the disk along the ground in front of the opponent's line, pushing the disk along with his spear. The players on the opponent's team throw their spears at the disk. Each successful hit means that the thrower of the spear, takes a captive from the other team.

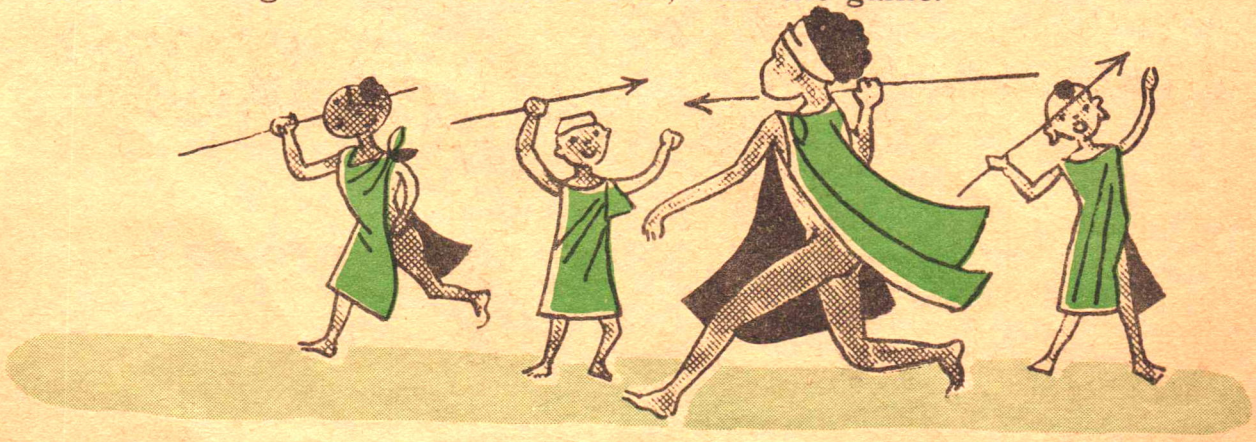
The first player in the second line takes his turn and rolls the disk along the ground, pushing it with his spear in front of the first line. The players of that line throw their spears at the disk and try to take their captives from the opponent's team. The game ends when all the players on one side have been taken captive. You may use a soft ball instead of the disk, and laths or slender sticks instead of the bamboo spears.

LIBA

4 - 10 players Indoors or out of doors

HOW TO PLAY THE GAME

The players are seated in a circle on the ground. In the center of the circle is a large heap of palm nuts. You may use acorns or any fairly large nut in place of the palm nuts. The first player picks up a nut and throws it into the air. Before the nut comes down, she swoops as many nuts as she can with her other hand. The next player follows the same procedure. The person who picks up the largest number of nuts, in an agreed number of throws, wins the game.



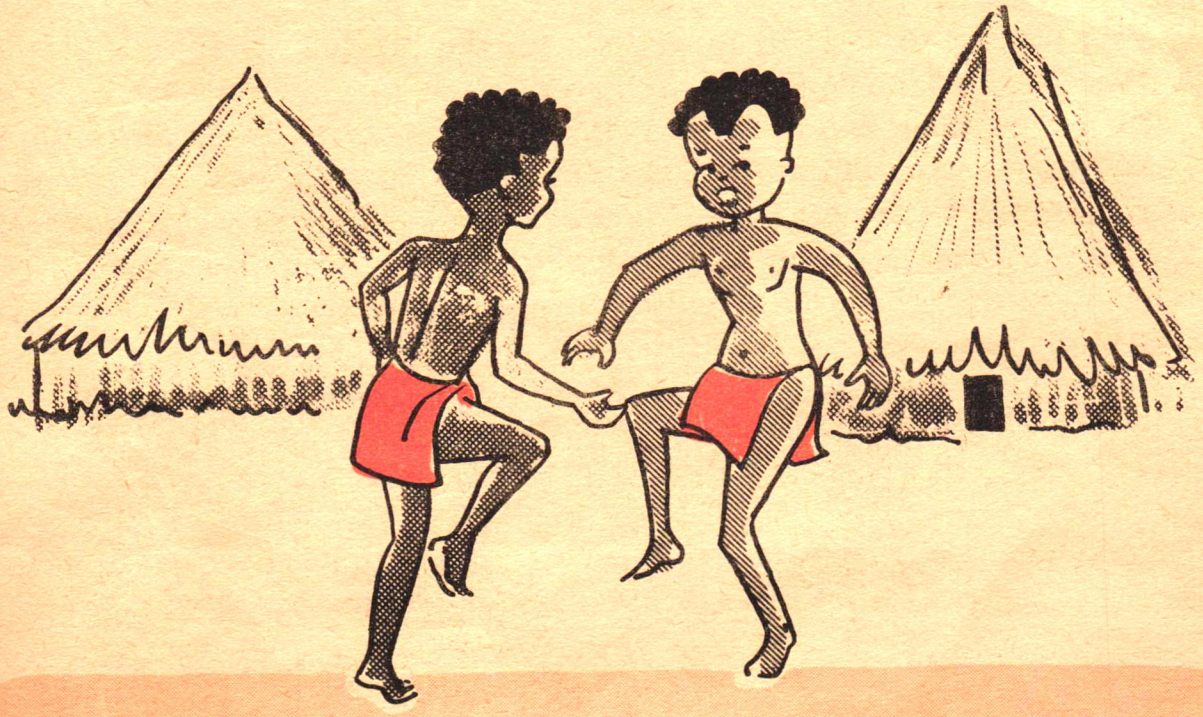
LIBERIA

JUMPING GAME

6 - 30 players Indoors or out of doors

HOW TO PLAY THE GAME

The players choose one of the group to be IT. The rest of the players stand in a circle, each clapping his or her hands to rhythm, while chanting a native song. You may substitute any rhythmic song that has a definite beat. A song like "Jingle Bells" would do very nicely, just beating out the rhythm without singing the words. IT stands in the center of the circle. He hops from one foot to the other and always extends the leg in the air so that the toe points downward. IT moves toward a player in the ring, hops and extends the right or left foot with the toe pointing downward. The player that IT approaches in the circle, must respond quickly by jumping and pointing downward the same toe as IT is doing. In other words, if IT extends his right leg and toe, the player in the ring must extend his right leg and toe. In this way, the extended toes will not hit. If the player in the circle makes a mistake and extends the wrong leg, the toes will hit. In this case the player from the circle must change places with IT. If the player does not make a mistake, and the toes do not hit, then IT must advance to another player in the circle and try to catch him.



NIGERIA

KINI O NI LYE? (Who has feathers?)

4 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

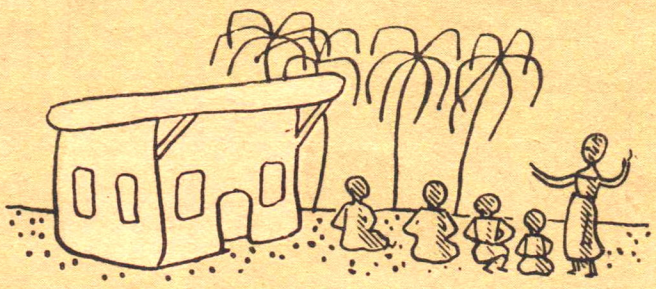
Each player holds a long leaf in his hand. One player is selected to be IT. The players line up in a row, and IT stands, facing the players. IT calls out the names of things that do and do not have feathers, trying to catch the players in a mistake. IT asks, "Has a bird got feathers?" To this the rest of the players should reply, "Beni." This means, "Yes." IT then asks, "Has a house got feathers?" To which the rest of the players should reply, "Beko." This means, "No." If any player says "Beni," when he should have said "Beko," (prounced Be-kaw), the rest of the players hit player who made a mistake, around his legs with the leaves they are holding.

JAMOLIBANNA (Pinching the Foot)

3 - 10 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT. The other players sit in a line on the ground, with their legs stretched out in front of them. IT stands facing them. IT points at a foot and chants:



"Nini nini kills twenty
nini nini kills thirty
Nini nini kills fifty
One was a chief
And one was a king
Ogundele, the Blacksmith,
Take in your toe."

The player at whom IT pointed her foot, must pull in her leg. The game proceeds, IT repeating the above chant over and over, pointing at different players in the line. The last player to pull her foot in, has her leg pinched gently by the entire group of players. She then becomes the new IT.

SOUTH AFRICA

AFRICAN GAME TRAP

15 - 100 players Out of doors

HOW TO PLAY THE GAME

Two players are selected to form the bridge or "trap" under which the rest of the players must march. The two players take each others hands and form an arch. The remainder of the players make a circle with an open end. The open end of the circle starts marching under the "trap." As the players march they clap their hands and chant the following verse:

"Lions and leopards, lions and leopards
Hunting at night
Lions and leopards, lions and leopards
Catch the GAME!"

At the word "GAME" the trap falls, and the player caught stands by until the game is repeated and another player is caught in the trap. The two players caught, join hands and make another trap, through which the rest of the players must march. When two more players are caught, they form another trap to catch other players. Players must move along in rhythm, not pausing or not dashing through, to keep from being caught in the trap.

ASIA AND THE PACIFIC ISLANDS

Due to the wide differences in the racial groups, and the immense area of the continent and its outlying islands, the games played in these countries and islands are extremely varied.

In China the games played by the children show imagination and a background of deep culture. China is rich in its variety of dolls, toys and realistic-looking animals. China is known for its tops and expert top-spinners, therefore, many of the Chinese games are played with tops. China, as well as Japan and Korea, is known for its magnificent kites, made in the form of animals, birds and human beings.

In Japan, on May 5th, of every year, a celebration known as the "Boys Festival," is held. At this time, the air is filled with kites of every description, and paper kites in the shape of fish are hung out on long bamboo poles like flags. Japan is also the paradise of dolls. Every year, one whole day is given up to their honor. The "Dolls Festival" is a gala day, looked forward to, and participated in by families rich and poor. Almost every Japanese family has its collection of wonderful ancient dolls, the Emperor and the Empress, the courtiers and the soldiers. Japan considers top-spinning a regular profession, and the outstanding top-spinners perform before the Emperor.

India is known for its kite-flying. Indian boys wage real battles with their kites. They rub ground glass plate on their kite strings, and as their neighbor's kites fly around, they try to cut the strings of the rival kites. In India, as well as Persia, Turkey and Syria, the children use the knuckle-bone of a sheep for marbles, though marbles of baked mud are also commonly used.

BURMA

LOO K'BAH ZEE

6 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

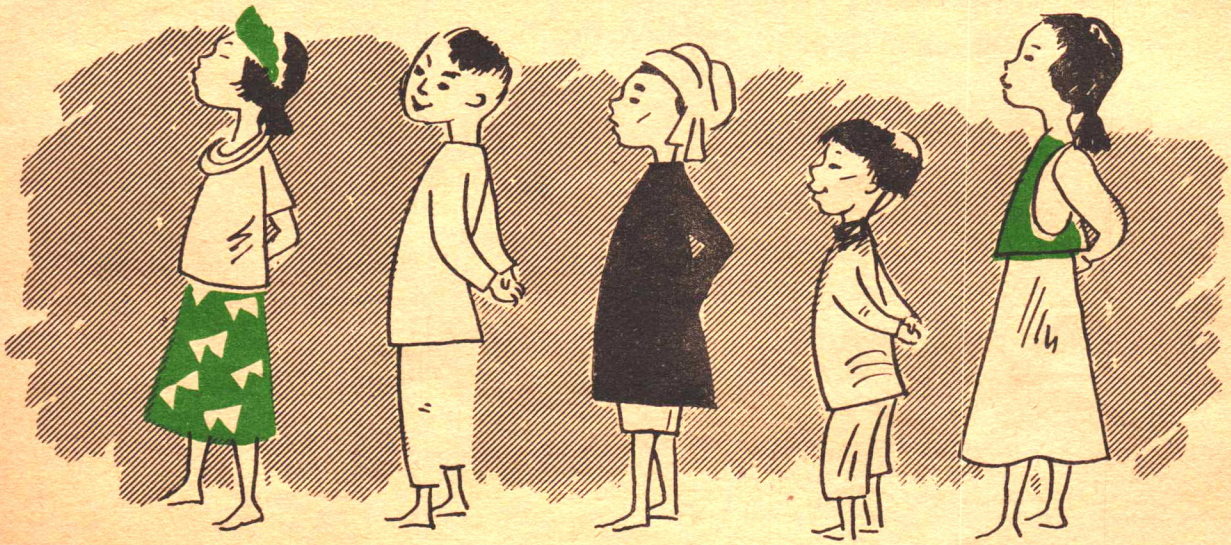
One player is selected to become IT. The remainder of the players form a straight line, holding their hands open behind their backs. IT holds a small object, a marble, perhaps, in his hand, and walks up and down behind the line, pretending to drop the object into a player's open hands. Finally he does drop the object into a player's hands. That player dashes out of the line, trying to avoid being tagged by the players on either side of him. The players on either side of him must try to tag him without leaving their places on the line. If the runner is not tagged, he goes back to his place on the line and the game proceeds. If he is caught, he exchanges places with IT, and he walks up and down the line behind the players, and pretends to drop the object into the players' open hands, as above.

HOP SCOTCH

2 - 10 players Out of doors

HOW TO PLAY THE GAME

"Hop Scotch" as played by the children of Burma, is similar to the way it is played in the United States, excepting, that the Burmese children squat on their heels, with their hands on their hips, when going from one marked-off square to another. They jump over the marked-off lines without losing their squatting position.



CHINA

CATCHING THE DRAGON'S TAIL

10 or more players Indoors or out of doors

HOW TO PLAY THE GAME

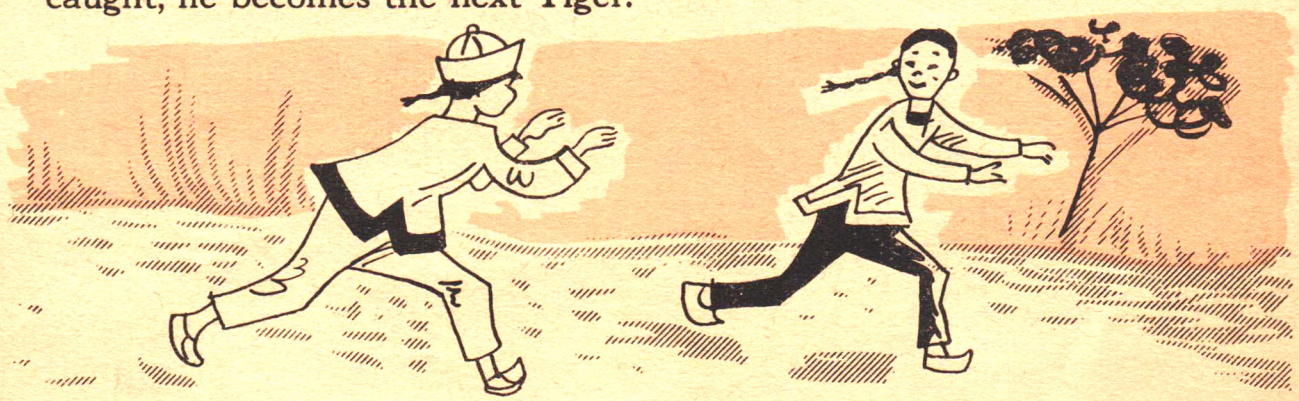
All players stand in line, their hands on one another's shoulders. The first person in line is the Dragon's head and the last in line is the tail. The Dragon's "head" tries to catch its "tail" by maneuvering and weaving the line around so that he can tag the end player which is the tail. The line must not break. All the other players do their best to keep the head from catching the tail. The minute that anyone lets go of the shoulders of the person in front of him, he breaks the Dragon's body and the Dragon dies, and a new Dragon must be formed. If the Dragon's head succeeds in catching its tail, the same person continues as the head. If the Dragon's body breaks before he catches the tail, the head becomes the tail, and the next in line becomes the head and so on until each player has had a turn to be a fiery head and a lashing tail.

TIGER TRAP

5 - 20 players Indoors and out of doors

HOW TO PLAY THE GAME

The players form two lines about four feet apart. They take each other's hands and face the opposite line. Two players remain out of the rows and stand, one at each end. One player is the Lamb, and the other one is the Tiger. The Lamb bleats and starts to run, and immediately the tiger starts to growl and runs between the lines after it. Unless the tiger is very swift he is caught, because the children close up the rows at the ends as soon as the chase begins. If the Lamb is caught, he becomes the next Tiger.



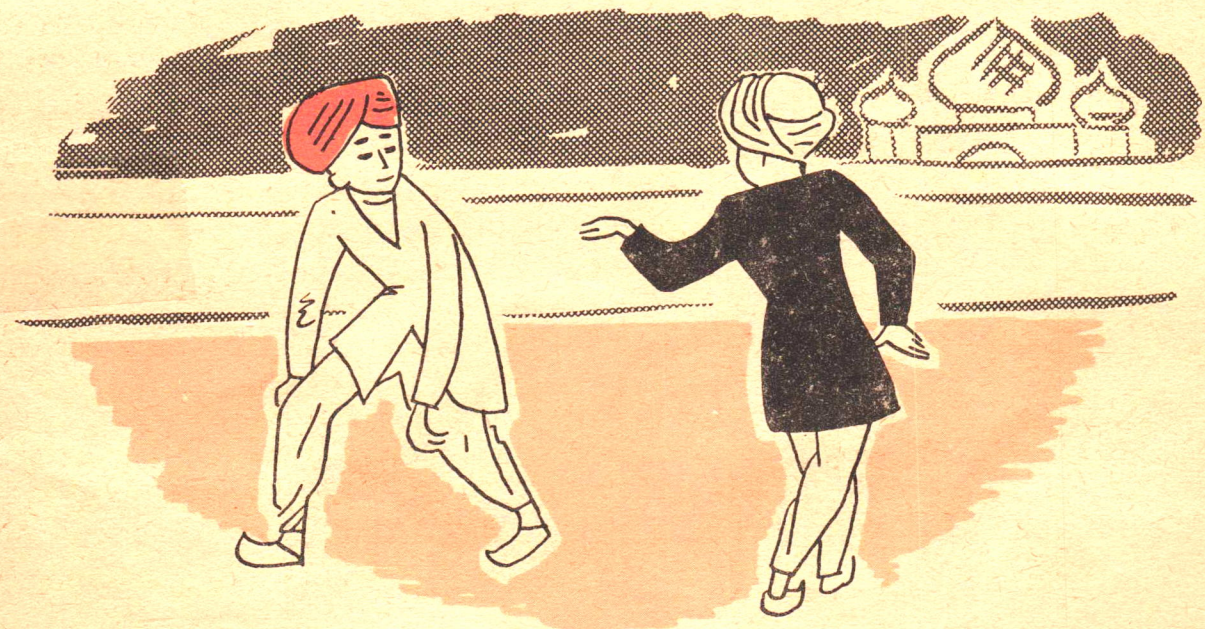
CENTRAL INDIA

KABADDI (pronounced "Ka bad dee," with the accent on the 2nd syllable)

10 or more players Out of doors

HOW TO PLAY THE GAME

The players form two teams and stand facing each other, on either side of a dividing line. The line may be indicated by a rope or some other kind of a marker. A player from Team One crosses the dividing line and enters Team Two's territory calling "Kabaddi! Kabaddi! Kabaddi!" He tries to touch any member of Team Two with his hand or foot, at the same time trying to avoid being caught by the opponent. If he succeeds in touching an opponent without being caught. the person he touched must drop out of the game, while he must run back to his home territory (across the dividing line). However, he must continue to call "Kabaddi," all the time he is trying to touch an opponent. To make it more fun he must keep calling "Kabaddi" over and over again without drawing his breath. If he fails and finds himself running out of breath, he must run back to his side of the dividing line where he will be safe. If his opponents should catch him, he may struggle to get back over the dividing line. After a player from Team One has gone over to Team Two's territory, and has either returned to his side safely, or been captured by the opponent, a player from Team Two ventures into Team One's territory. The game continues until one side has no players left.



NORTHERN INDIA

SHER AUR BAKRI (The Lion and the Goat)

10 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is selected to be the Lion, and another player to be the Goat. The rest of the players join hands and make a circle. The Goat stands within the circle, and the Lion stands outside of the circle. The Lion tries to touch the Goat with his hand, while the players in the circle try to prevent him from doing it. The Lion may force his way and break through the circle to get the Goat, at the same time the Goat breaks through the circle to get on the outside. The players allow the Goat to get out of the circle, but try to prevent the Lion from doing so, by raising and lowering their arms to confine him. If the Goat is touched by the Lion, he becomes the next Lion, and the Lion chooses another player to be the Goat.

PHUGADI

2 players, usually girls

HOW TO PLAY THE GAME

The two girls cross hands and clasp them; right hand of one girl clasping the right hand of the other. The two girls place their toes together, lean back stiffly as far as they can, and start revolving around and around as fast as they can. The faster they go, the better, and the longer they can continue the more fun they get out of the game.

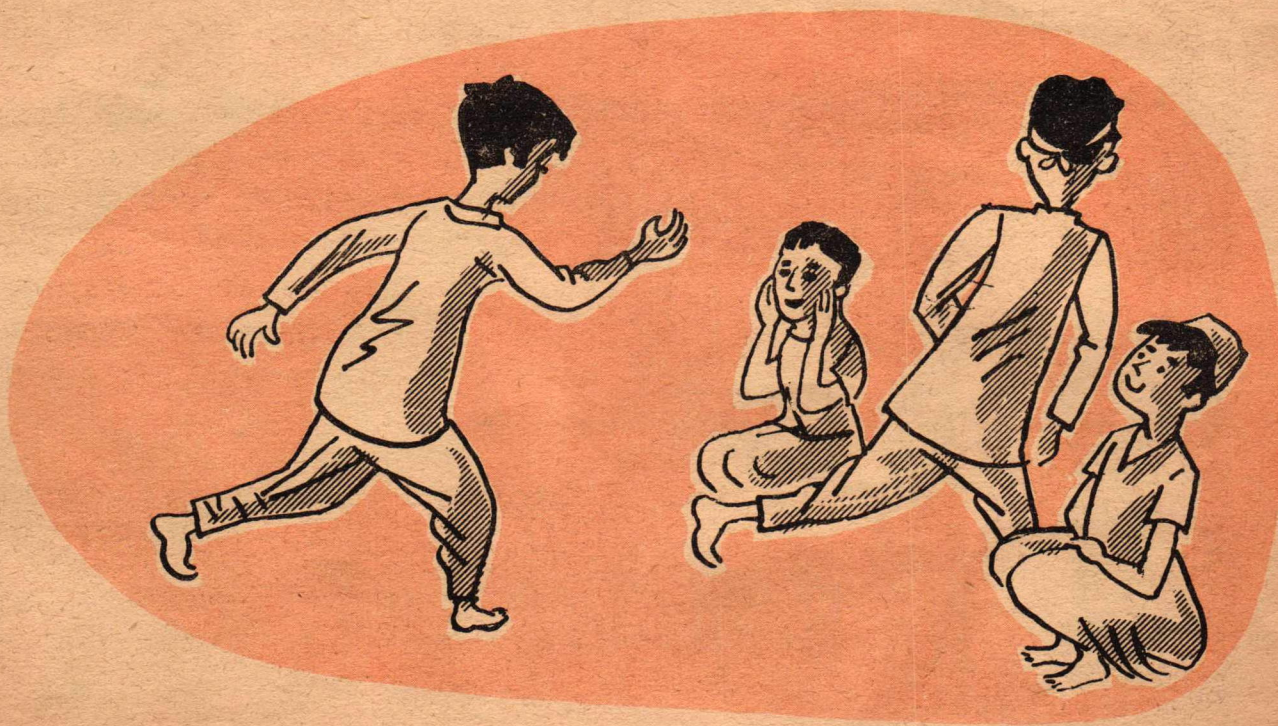
SOUTHERN INDIA

WATER POTS

10 - 30 players Out of doors

HOW TO PLAY THE GAME

The players form two teams. One team is the Water Pots, and the other team is the Runners. The Runners select one of their players to be IT. IT must try to tag the players who are Runners. The Water Pots squat in a line at about 4-foot intervals. The Runners run back and forth between the squatting Water Pots. IT must try to tag one of the Runners as they dash in and out between the Water Pots. The Runners can dodge back and forth between the Water Pots, but IT cannot. IT can only run down and around the end of the line trying to tag a Runner. When IT gets tired of running, or wants to get a player out of the game, IT squats beside one of the Water Pots, and that Water Pot becomes IT. This makes it easier to tag a player and eventually as each IT starts off a new tagger, all will have had a turn at being tagged. The teams then change, and the Water Pots become the Runners, and the Runners, the Water Pots.



IRAN

GOOSH VA DAMAGH (Ear and Nose)

10 or more players Indoors

HOW TO PLAY THE GAME

One of the players is chosen to be the Chief. The rest of the players form a circle and seat themselves on the ground. The Chief directs the play, and before the play starts, the Chief teaches the players a rhyme, whose words are simply a jingle.

"Ala hop, sang torop
Peshgel boz, khoda biamorz, hop!"

The players must not laugh, smile, or make any outcries during the chanting of the jingle, nor during the playing of the game that follows. The Chief lightly pulls the ear, or nose or hair of the player on his left. Whatever actions the Chief does, to the player on his left, is repeated by the player to the player on his left. And so the action passes around the circle until it reaches the Chief again. The Chief then starts another action around the circle. He may tickle, poke or push, the player on his left when he starts the action going around. Often the action will be funny and the players are tempted to laugh. Whatever player laughs, smiles or giggles, or makes any noise, leaves the game, and the game continues. The winner of the game is the one who has displayed the most control by not being pulled out of the game.

JAPAN

O-KI CHO-CHIN, CHI-CHAI, CHO-CHIN (Big Lantern, Little Lantern)

6 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

The players either sit or stand in a circle, and choose one player to be IT. IT calls out "O-KI CHO CHIN" (you may call "Big Lantern"). At the same time that IT calls "Big Lantern," he indicates a *small* lantern by holding his outstretched hands close together. However, all the other players must indicate a *big* lantern by holding their hands far apart. When IT calls "Little Lantern," he holds his hands far apart indicating a *big* lantern. But the rest of the players must hold their hands close together to show a *small* lantern. In other words, IT when he calls one thing, by his hands indicates just the opposite. The players however, must follow what IT says, not what he does. The players who make mistakes are required to pay a forfeit, or are made to drop out of the game. When this game is played quickly it is very amusing, and enjoyed by adults as well as children.

HANA, HANA, HANA, KUCHI (Nose, nose, nose, mouth)

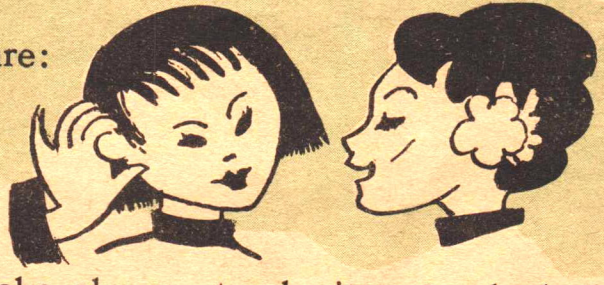
6 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

The players sit in a circle and choose one player to be IT. IT taps her nose (all the other players imitate) and calls "Hana, Hana, Hana, KUCHI." Which means, "None, nose, nose, MOUTH." Meanwhile IT taps some other feature, for instance her ear, though she called "mouth." The game is to do what IT says, not what she does, which is very difficult when IT, the leader, is quick. You may play the game using the English words, though it is more fun when using the Japanese words for the features.

The names of the features are:

Hana — nose
Kuchi — mouth
Mimi — ear
Me — eye



When a player makes a mistake, she must submit to be daubed on the face with flour and water.

KOREA

PANGIE CHANG MAN

8 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

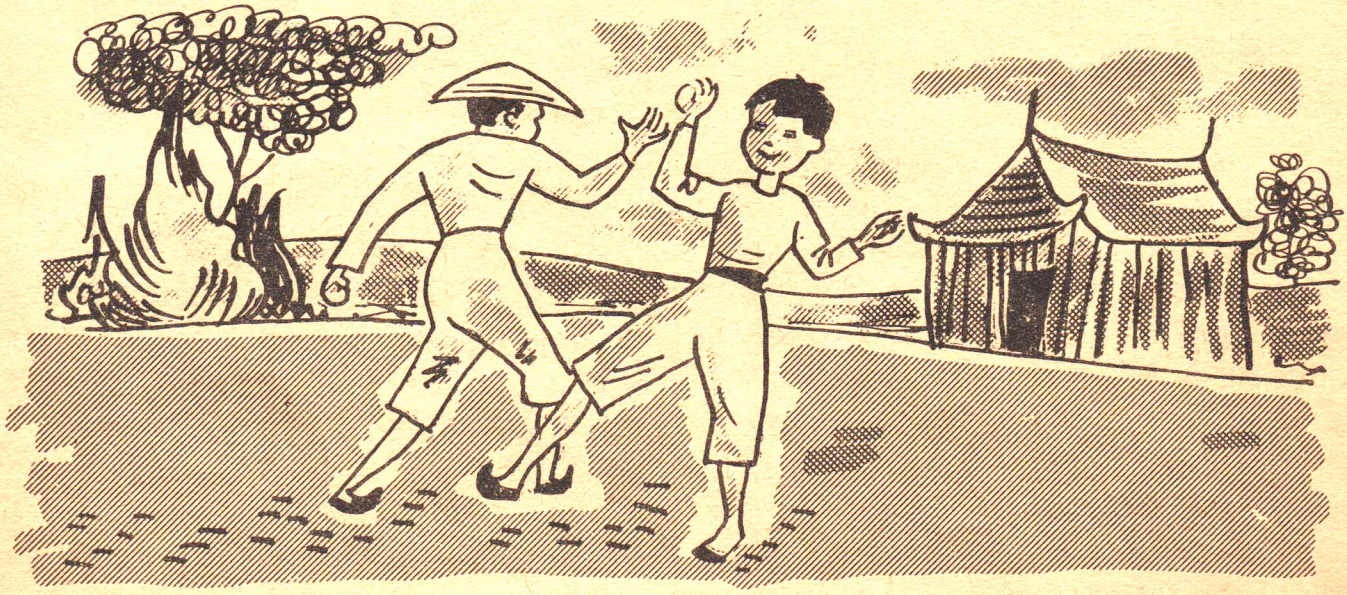
The players form two teams and each team selects its Captain. Team One and Team Two form into lines and face each other. Halfway between the two teams is the goal line. The Captain of Team One hides a ring or some other small object somewhere about the person of some player on his team. Then Team Two has three chances to guess which player on Team One has the ring. If Team Two guesses who has the ring, they get the ring, and their Captain has a chance to hide it. If they fail to guess who has the ring in their three chances, the whole line of Team One moves forward one step nearer the goal. Every time a team succeeds in hiding the ring so well that it cannot be found by the opponents, that team moves one step nearer the goal line. The team that reaches the goal line first, wins the game.

HA-TAIK-KYEN-HA-KI

2 players

HOW TO PLAY THE GAME

The two players take their position opposite each other, standing facing each other with their feet apart. This is a game of combat, by which a player tries to kick the opponent's feet from under him. Each player may take one step backward.



MALAYA

GRINDING STONE

4 or more players Indoors or out of doors

HOW TO PLAY THE GAME

A Leader and his assistant are selected from the group. The assistant stands next to the Leader and the other players stand about, though not too far from the Leader. The Leader begins by saying "Grinding Stone, Grinding Stone!" He then commands the other players to perform some action, such as "Hop on one foot!" or "Imitate a bird flying!" or any action that comes into his head. The Leader's calls will be like this: "Grinding stone, Grinding stone, hop on one leg!" As the commands are called by the Leader, the players hurry to fill the commands. The Leader's assistant, meanwhile, lunges after the player that is slow in following the Leader's commands. If he succeeds in catching a tardy player, the player caught takes his place beside the Leader and becomes another assistant, and tries to tag other tardy players.

TURTLE'S NEST

6 - 20 players

HOW TO PLAY THE GAME

One player is selected to be the Turtle and must guard the turtle's nest. The rest of the players stand about. Four or five small pebbles are placed in the turtle's nest (a small circle drawn on the floor or ground) and are the Turtle's "eggs." The Turtle must guard the "eggs" which the other players will try to steal. If a player is touched by the Turtle, as he tries to steal the eggs, he becomes a Turtle, too, and must help guard the remaining eggs. This continues until all the eggs have been stolen. The eggs that are stolen are hidden by the player who managed to steal them. The last player to become a Turtle must find the hidden eggs. If he does not succeed in finding all the eggs he must pay a forfeit.

SYRIA

HAT TAG

6 - 20 players Out of doors

HOW TO PLAY THE GAME

One of the players is chosen to be IT. He draws a circle on the ground with a stick. The circle should be from two to three feet in diameter. IT places his hat in the center of the circle. Then he stands inside the circle, with one foot on the line. IT may never leave the circle as long as his hat remains there. The other players try to knock or kick the hat out of the circle, using their hands and feet. While they are doing this, IT tries to tag them. If he succeeds in tagging a player, the player tagged becomes IT. However, if anyone succeeds in knocking the hat out of the circle, without being tagged, IT may then be allowed to run out of the circle and try to tag any player that he can catch.

BALL

Any number of players Out of doors

HOW TO PLAY THE GAME

Each child uses his own ball in Syria for this game. However, it can be played with one ball, passed from one child to another in turn, and a score being kept of each child's catch. The player bounces the ball on the ground, and before he catches it, he must whirl around once. The player that can do this the greatest number of times without missing, wins the game.

TURKEY

PRESENTS AND PUNISHMENTS

8 - 30 players usually girls Indoors or out of doors

HOW TO PLAY THE GAME

A player is selected to be IT. The rest of the players sit in a circle. IT puts her head into the lap of the player seated next to her, so that she cannot see what is happening. The player in whose lap IT is resting her head, makes a motion and says "To whom shall I give this?" The motion the player makes may be one of spanking, pinching, kissing, frowning, kicking or any similar motion. IT, whose head is still hidden, names some player in the circle to whom she bequeaths the motion. Of course IT has no idea what the motion may be. When the questioner's ingenuity runs out and she cannot think of any more motions, another player takes her place.

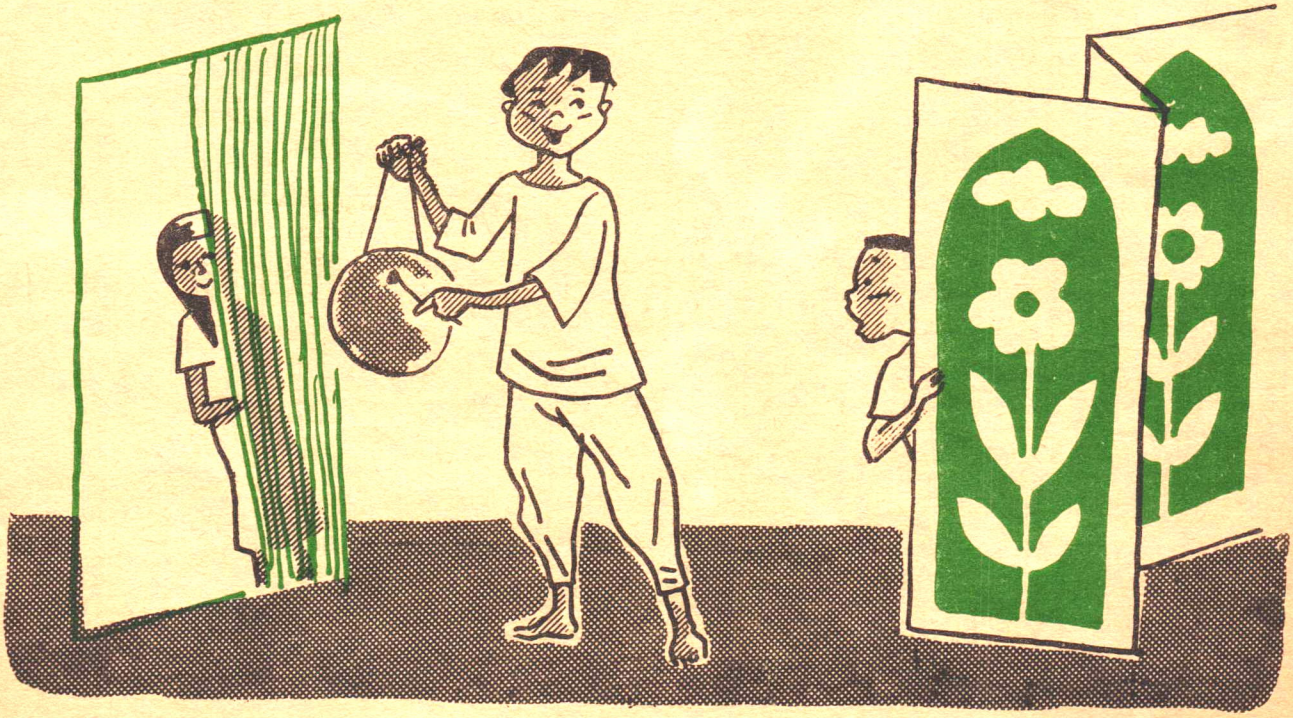
NEW GUINEA

NACHTWACHT (Watchman)

5 to 20 players Indoors in a darkened room

HOW TO PLAY THE GAME

One player is chosen to be IT, and he leaves the room. The rest of the players take numbers from one to as many players as there are in the room. The players hide themselves around the room. As the room is dark they do not have to be too careful of concealing themselves. IT is called back into the room, in which a gong has been placed .You may use a pan and spoon in place of the gong. IT strikes one beat on the gong and says, "The clock strikes one!" When the player who is number one hears the gong, he must make a sound like some animal. IT must try to guess the name of the player who made the animal sound. If IT does not guess correctly, he must try to find the player in the dark. The player must not move from his hiding place after he made the animal sound. When the player's name has been guessed or his hiding place discovered, IT strikes the gong twice, calling out, "The clock strikes two," and the player who is number two must make another animal sound. The game proceeds in the same manner until all players have been called by number. The player whose name has not been guessed, or who has not been discovered in his hiding place, becomes the next IT.



PHILIPPINE ISLANDS

POTATO JOUST

2 - 6 players Indoors or out of doors

HOW TO PLAY THE GAME

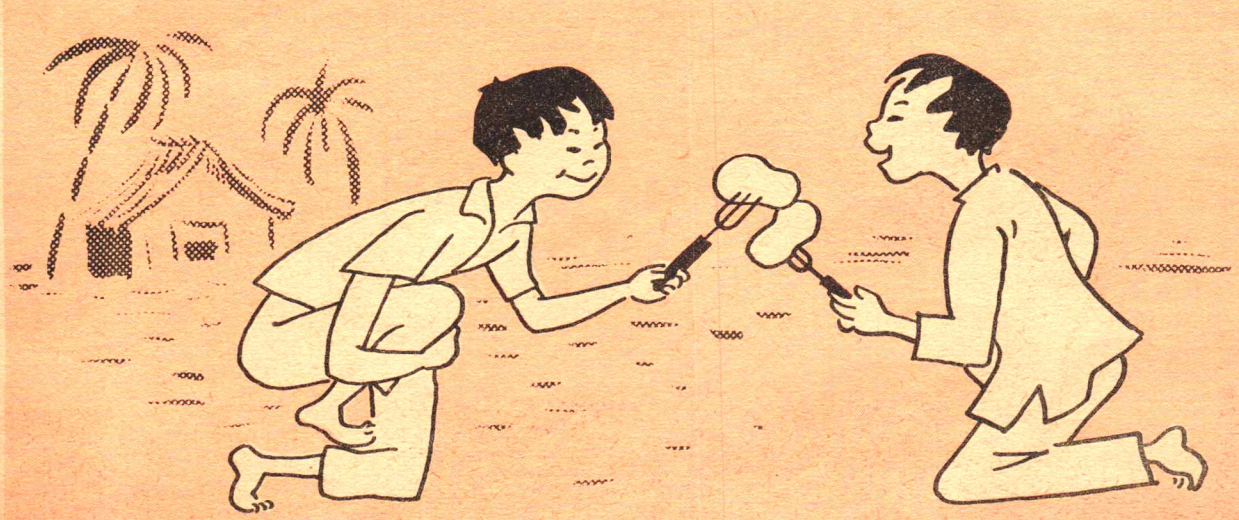
Two players face each other about 3 feet apart. Both players kneel, and lift one leg from the floor. He supports his raised leg with one of his hands. In the other hand each player holds a fork, on which a potato has been jabbed securely on the prongs. If the game is played on a hard floor a pillow may be provided for each contestant. Each player tries to knock his opponent's potato off the fork, at the same time trying to protect his own. A player loses if his potato is thrown off his fork, if he topples over three times in the joust, or if he stumbles against his opponent and causes him to fall. If a player is obliged to let go his leg in order to keep his balance, it is considered a fall. Each time a contestant "falls" he is allowed to change the knee on which he is resting.

LAME DUCK

4 or more players Indoors or out of doors

HOW TO PLAY THE GAME

The players select one person to be the Lame Duck. After determining the limits of the playing area, Lame Duck hops on one foot and tries to tag one of the other players. If he succeeds, the player caught becomes a Lame Duck in his place.



GAMES FROM LATIN AMERICA

Most of the games played by the children in the countries of Latin America, originated in Europe. The languages and cultures of the South-American countries, are, in the main, of Latin origin—Spanish, Portuguese and French. The games they play are counterparts of those found in the mother-countries.

The children of Latin America love to sing with their games. The games given in this chapter, though given for the individual countries of Latin America, are played in all the countries. Sometimes there are slight variations in the way the game is played in the different countries, but basically the game is the same.

In games where the Spanish word is given along with its English translation, children should learn the Spanish word. In this way, in a very short time, the English speaking child will be on his way to learning a new language.

CUBA

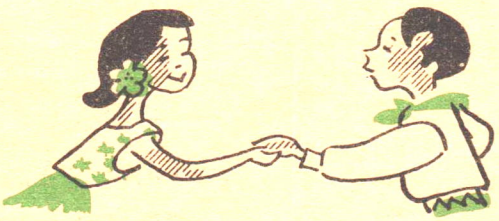
CUBA AND SPAIN

This game is a favorite not only with the children of Cuba, in the Caribbean, but also with the children of Spain.

10 or more players Out of doors

HOW TO PLAY THE GAME

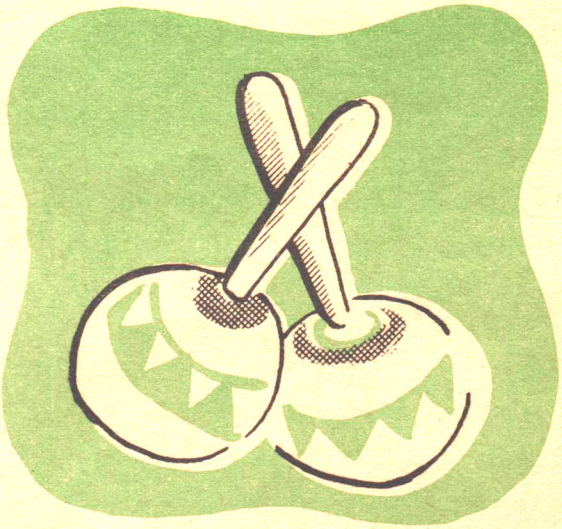
The players form two lines and face each other with a free space of about 10 feet, between them. One team is called "Spain" and the other team is called "Cuba." A player from Spain is chosen to go to Cuba. All the players on the Cuban team, hold out their left hands with the palms up. The player from Spain, walks in front of the Cuban line rubbing his hand once over the palm of each Cuban player until he comes to the player he wants to chase him. Instead of rubbing this player's palm, he slaps it lightly, and the player slapped, chases him to his home team. If the player slapped catches him before he reaches home, he takes him captive to the Cuban team's side, and he goes to Spain and repeats the performance. The object of the game is to get all the players of the Spanish team, on the Cuban team's side, or vice versa.



CUBAN COUNTING OUT RHYMES

Here are three little rhymes Cuban children use in counting out.

1. Little white dove
   Tell me the truth
   Is it this, or this
   Or this forsooth
2. Guinda, cherries
   Strawberry vines and berries
   Let me open . . . this
3. Tita, tita, tariton
   Three hens and one capon
   The capon is dead
   The hens in the garden bed
   Ras riis, it must be . . . this.



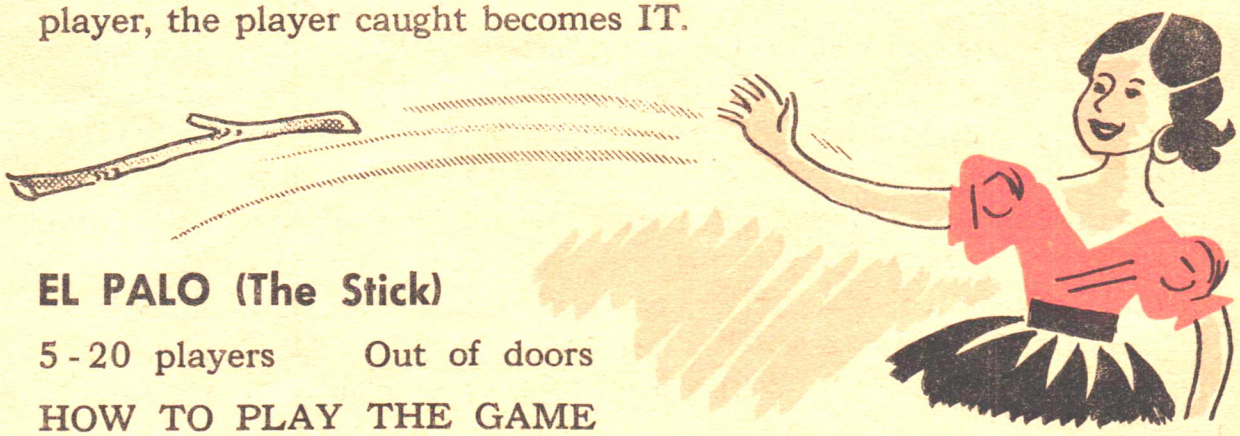
PUERTO RICO

POR AQUI HAY CANDELA (Give me a Light)

10 - 30 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT. The rest of the players form a circle, or a square, allowing about four or five feet between each player. IT stands in the center. To start the game IT walks up to a player in the circle and says, "Give me a light from your fire." The player approached replies, "The fire is burning over there," and points to another player in the circle. IT then walks to the child pointed out and repeats the request, and receives the same reply from this player. Meanwhile, while IT is thus engaged, the rest of the players in the circle are busy changing places with each other. In the exchanging process, if IT can find a vacant place, he quickly goes to it and stands there. The player whose place he has taken now becomes IT. Or, if IT can catch a player while he is trying to change places with another player, the player caught becomes IT.



EL PALO (The Stick)

5 - 20 players Out of doors

HOW TO PLAY THE GAME

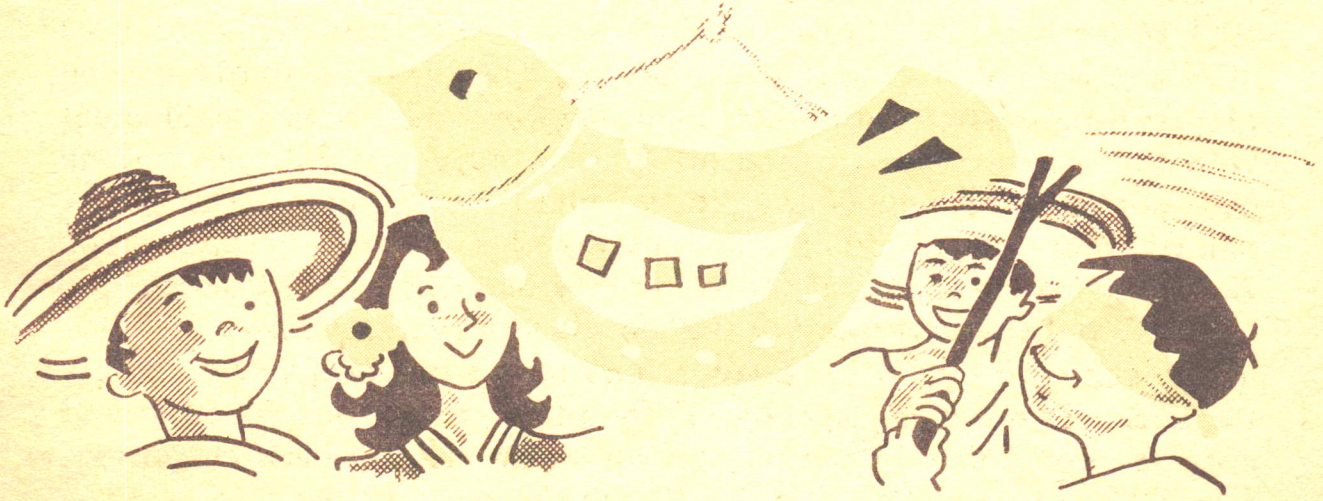
One of the players is chosen to be IT, and holds a medium-sized stick in his hand. IT throws the stick as far as he can. While IT goes after the stick and carries it to the goal (decided previously by the players), the rest of the players hide themselves. IT stands at the goal with the stick and tries to see the hidden players. If IT spies one he calls out, "I see (name of the player) and hold my stick." The player named comes out of hiding and waits for the others to be discovered. If all players are seen and called out, the first one called becomes the next IT. If IT cannot see the hidden players he must leave the stick at the goal and search for them. If one of the hidden players can get the stick without being seen by IT, the player holds the stick aloft and cries "Freed." Then all the players who have already been caught are freed. The same player must be IT for the second time.

A PINATA

5 - 30 players Indoors

HOW TO PLAY THE GAME

Breaking the Pinata, is one of the highlights of every Mexican child's party. A pinata (pronounced penn-yah' tah) is a clay covered jar covered with colorful crepe paper, in the shape of some animal, bird, flower, or anything attractive. The pinata is filled with party candies, popcorn, confetti, pennies, or half pennies, and small party favors. For your party pinata, the favors and candies may be covered by crepe paper or a paper bag that can be torn easily, when hit with a stick. The pinata is suspended from the ceiling by a pulley cord, and it is lowered to the player's reach. The player chosen to break the pinata, is blindfolded, but stays near enough to the pinata to be able to strike it. He holds a stick and tries to break the pinata, but just as he strikes, the pinata is pulled up, out of his reach. The pinata is then lowered, ready for the next strike. And again as the player strikes, it is hoisted out of his reach. Each child has two chances to break the pinata. The person managing the pully rope of the pinata, must be careful to keep the pinata out of the reach of the striking stick until almost all of the players have had a turn. The game continues for a half or three-quarters of an hour. Finally the pinata is left near enough to be struck. Usually the host or hostess or the birthday person, breaks the pinata. Sometimes it takes more than one strike with the stick to break the pinata. When it breaks, out come the goodies contained in it, and each player scrambles to get all that he can.



ARGENTINA

A LA RUEDA RUEDA (Ring around the Rosy)

6 - 15 players Indoors and out of doors

HOW TO PLAY THE GAME

The players form a circle, holding hands, and moving round as they sing. When they come to the word "whack" in the rhyme, they stop circling with a jump. When they come to the words "girl," and "maripe," (pronounced mah-ree' pay) they stop circling and jump again. When they come to the word "pat," in the rhyme, the players all squat on their heels. The verse is chanted, or sung, over and over again. Below is the English translation of the verse sung by the children of Argentina.

Circle, circle, circle
Of bread and cinnamon;
Along came the teacher
gave me a "WHACK" (jump)
What a smart little "GIRL" (jump)
Maripe, "MARIPE" (jump)
I sat down "PAT." (squat)

MARTIN PISCADOR (Fisher Martin)

8 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

This game is played like our game of "London Bridge," in every way except for the verse that is sung. Since the music used in Argentina is not available, you may sing the Argentinian verse to the tune of "London Bridge."

Line of players: "Fisherman, will you let us pass?"
Pair forming bridge: "You may pass, you may pass."
Line of players: "Fisherman, will you let us pass?"
Pair forming bridge: "The last must st-ay!"

BOLIVIA

TIRAR FRIJOLES (Throw the Beans)

4 - 8 - 10 - 12 players Out of doors

HOW TO PLAY THE GAME

A hole is made in the ground near a wall or some other back stop. The hole should be about 9 inches around and about 2 inches deep. Three lines are marked off on the ground: one about three feet from the hole; the next about five feet from the hole, and the last about seven feet from the hole. Each player has a bag of beans.

As a rule, two players throw the beans at a time. The first round, the two players stand on the three foot line, and each start with seven beans. The object of the game is to get the beans into the hole. The first player of the pair, throws his seven beans. Those that he throws into the hole, he keeps. Then his partner takes a turn in throwing his seven beans into the hole. Those that he gets in he keeps. Of the pair, the player who threw the most beans into the hole out of the seven, gets the first turn to flick the beans that have missed the hole, into it. Then his partner gets his turn to do likewise. All those that the players flick into the hole, they keep. This is done until the fourteen beans have been claimed.

For the second round the players move back to the five foot line, and throw their fourteen beans from that line, reclaiming the beans as before. They follow the same procedure from the seven foot line. The player who has the most beans is the winner of the game.

BRAZIL

LUTA de GALHO (The Chicken Fight)

2 - 20 players usually girls Out of doors

HOW TO PLAY THE GAME

This game is often played as an elimination contest, by which the winner of a team of two, plays the winner of another team of two, until the winner of the entire group of players is determined.

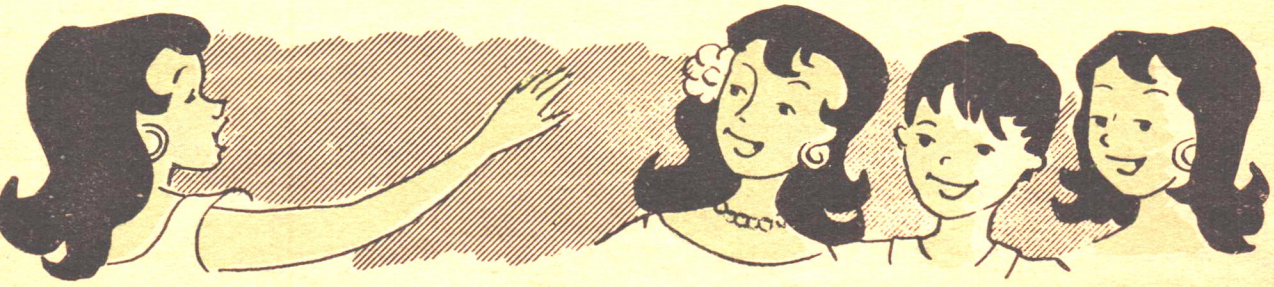
Each of the two players places a handkerchief in her belt. Each player must keep her right arm folded across her chest, from which it cannot be moved, and hops on her right foot. Her left foot may not touch the ground or the player is disqualified. The object of the game is for one player to snatch the handkerchief from her opponent's belt, using only her free left arm. Players may ward off their opponents, with their right elbows, but they must not unbend their arms. A player, whose right arm unbends in warding off her opponent to protect her handkerchief from being snatched, is disqualified. The play proceeds with each player bumping and pushing the other, meanwhile trying to reach for the other player's handkerchief. The winner of the team plays the winner of another team of two, until the champion of The Chicken Fight is declared.

CHEF MANDA (The Chief Orders)

10 - 12 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is selected to be IT. IT stands in front of the rest of the players and gives orders which they must follow. For example, IT says, "The Chief orders you to laugh," all players must laugh. When he says, "HE orders you to laugh," no player must laugh, because IT said "HE" instead of "The Chief." As soon as a player makes a mistake he must get out of the game. The game proceeds until there is only one player left who is the winner and the next Chief.



CHILE

LA CANASTA

10 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

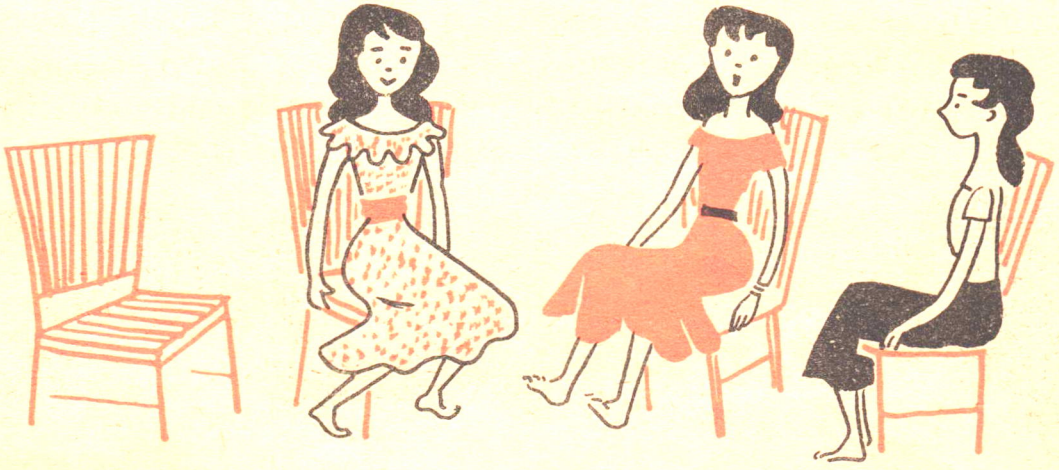
This game is similar to our American game, "Fruit Basket" on Page 10, except that IT says "I have just been to the fruit market and bought some lemons, apples, etc." When the player who has been given the name of the fruit mentioned, hears IT say his fruit name, he must change seats with another player who bears the name of another fruit mentioned. If IT succeeds in getting into the vacant seat while the players are in the process of exchanging seats, IT remains in the seat and the player who has lost his seat, becomes IT.

MINHA DIREITA DESOCUPADA (My right side is vacant)

10 or more players Indoors

HOW TO PLAY THE GAME

The players sit on chairs that have been arranged in a circle. One chair, however, is left vacant. Each player choses the name of his or her favorite flower. Players should select different flower names. The player sitting on the left of the empty chair, says, "My right side is empty. Come here, Violet." At that, the player who selected "Violet" for her flower name, leaves her seat and takes the vacant chair, leaving her original seat empty. The person sitting to the left of the now vacant chair, calls some other flower to occupy the empty chair. And so the game proceeds, the players continually changing places. Should a player neglect to change from his seat to the vacant seat when his or her name is called, the guilty player must pay a forfeit.



COLOMBIA

PALITO VERDE (Little Green Stick)

8 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT, and carries a little green branch in his hand. You may use a handkerchief or some other object in place of the green branch. The rest of the players, join hands, and form a circle. IT, with the branch in his hand, walks around outside the circle, while the players in the circle say, Palito Verde?" (pronounced Pah-lee′ toh ver′ deh), and which means, What is the little green stick? You may use the English words if you like. To the player's question of "What is the little green stick?" IT replies, "Romero," (pronounced roe-mer′ o, and which means, Rosemary). The question and answer are repeated a number of times, so that IT can walk completely around the circle. When IT has completed his walk around the circle, the question is stopped. IT starts off again around the circle, repeating, "There it is; there it is." When IT sees a player who is not watching him or paying attention to the game, he quickly drops the little green stick behind that player. When the player notices that the stick has been placed behind him, he quickly picks it up and starts chasing IT, who runs around the circle until he finds the vacant place left by the player who is chasing him. If the player chasing IT manages to touch him with the stick, he must be IT again. If IT reaches his goal safely, the child now holding the stick becomes the next IT.

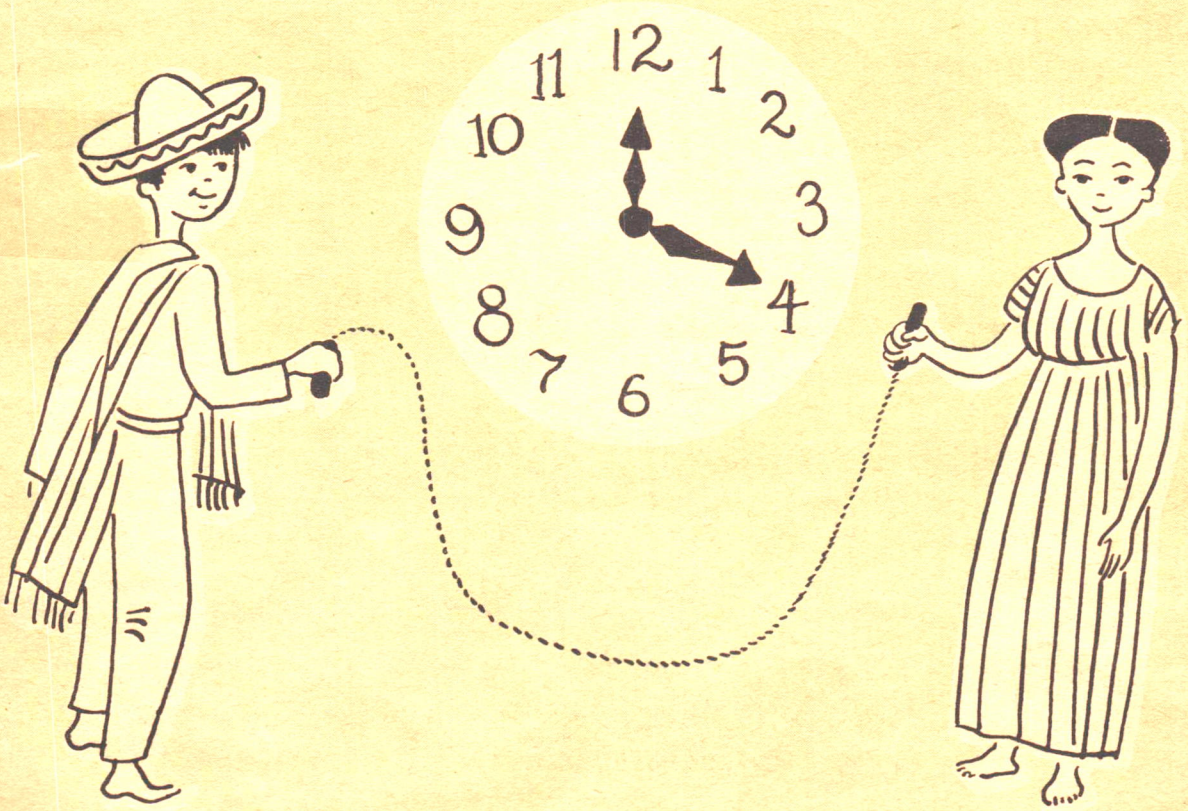
PERU

EL RELOJ (The Clock)

4 - 20 players Out of doors

HOW TO PLAY THE GAME

A jumping rope is needed for this game. Two players hold the ends of a long jumping rope so they can swing it high. The rest of the players line up, one behind the other. The object of the game, is to go through the numerals on the face of the clock, by the number of steps the player jumps in the swinging rope. The first player is zero, he or she marks zero, by running through the swinging rope without jumping or being touched by the rope. The second player runs in, jumps once, and runs out. The next player follows immediately jumping two jumps before running out. The jumping continues until numeral twelve on the clock is reached. If a player misses or is touched by the rope, he changes places with one of the players who is swinging the rope, and the game starts from zero again. This game should be played at a fast pace, with an incoming player following an outgoing one, without missing one swing of the rope.



GAMES FROM EUROPE

Most of the games played by the children of North and South America originated in Europe. This is to be expected since the white settlers of the Americas came almost wholly from Europe.

In the United States and Canada, many of the games are the same as those played in the British Isles, such well-known games as "London Bridge," and "Drop the handkerchief." These games, and others, are played in many other countries of Europe, so it is difficult to tell which European country can claim the origin of the games.

AUSTRIA

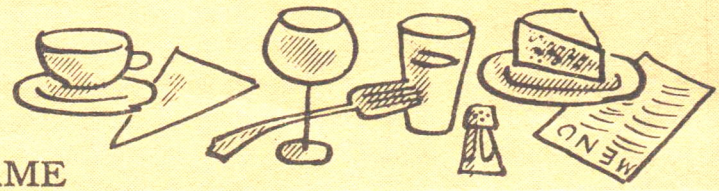
NUMMERNSPIEL (Numbers)

Indoors or out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT. The rest of the players sit on the ground in a circle. Each player in the circle takes a number starting from one and going up to as many players as are seated in the circle. IT blindfolds his eyes and stands in the center of the circle of seated players. IT calls out two numbers at random, and the players whose numbers are called must change places as quietly as possible, so that their movements will not be detected by IT. IT will try to catch one of the players changing seats. If the players change seats safely without being caught by IT, the rest of the players applaud, and IT must try again. If a player is caught while trying to change seats, he becomes the new IT, and the old IT takes his place in the circle.

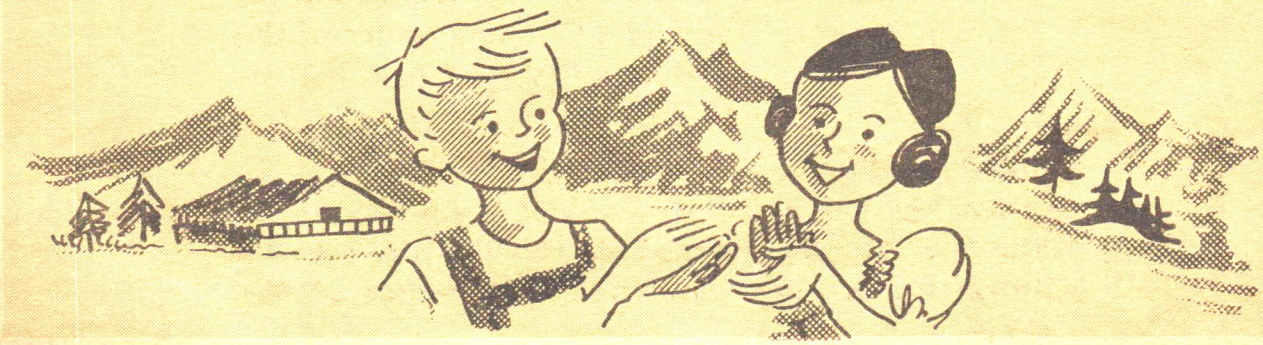
CAFEHAUS (Restaurant)



6 - 30 players Indoors

HOW TO PLAY THE GAME

One of the players is chosen to be the Leader, who tells a story about a restaurant. The rest of the players sit in a circle and each player takes the name of something which is found in a restaurant such as, table, chairs, waiter, bread, beans, soup etc. As IT tells the story he uses the word "restaurant" frequently. Each time he mentions the word "restaurant" all the players must applaud. IT will also in his story, mention the names of things found in a restaurant. Each time he mentions a name of something found in a restaurant, which a child has taken for his or her name, that child must applaud. If a player fails to applaud when his or her name is mentioned, he must pay a forfeit, which is redeemed after the story.



CZECHOSLOVAKIA

ZPOVED (Confessions)

6 - 20 players Indoors

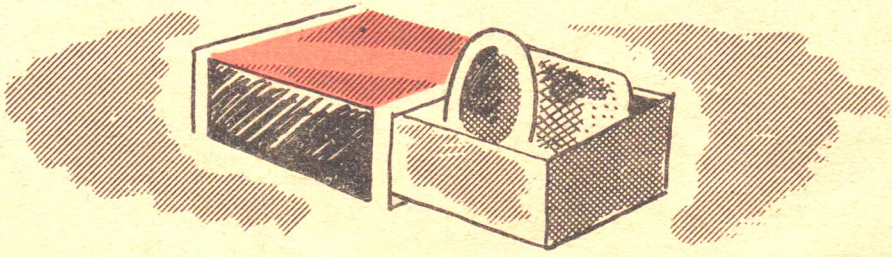
HOW TO PLAY THE GAME

One player is chosen to be IT, and stands with his back to the rest of the players. Another player, very often one who is older than the rest of the group, is chosen to be the Leader. The Leader asks the player who is IT a number of questions. IT is only supposed to answer those questions by saying "Yes" or "No," or by "Once" or "Never." The Leader asks only part of the question, he acts out the latter part of each question, so that the players can see him and the player who is IT cannot. The questions and motions should be as humorous as possible. For example, the Leader might ask, "Do you do this every day?" acting out the rest of the question which might be washing his face, chopping wood, brushing his teeth etc. The answers that IT makes to the Leader's questions will very often be funny. All the players in turn become IT and must answer the questions put to them by the Leader.

HIDE THE THIMBLE

5 - 15 players Indoors

A player is chosen to be IT and a small object such as a thimble, button, ring etc. is hidden by IT while the rest of the players are out of the room. After the object is hidden IT calls the players back into the room. If IT sees a player nearing the object he calls, "Warm." If the players in their search for the object, walk further away from it, the player who is IT calls, "Water." If the players walk still further away from the object, IT calls, "Water, water, you will drown." If they draw closer and closer to the object, IT calls, "Warm, warm, you will burn." If a player does not actually find the hidden object, the players themselves decide which player came closest to finding it, and that player becomes the next IT.



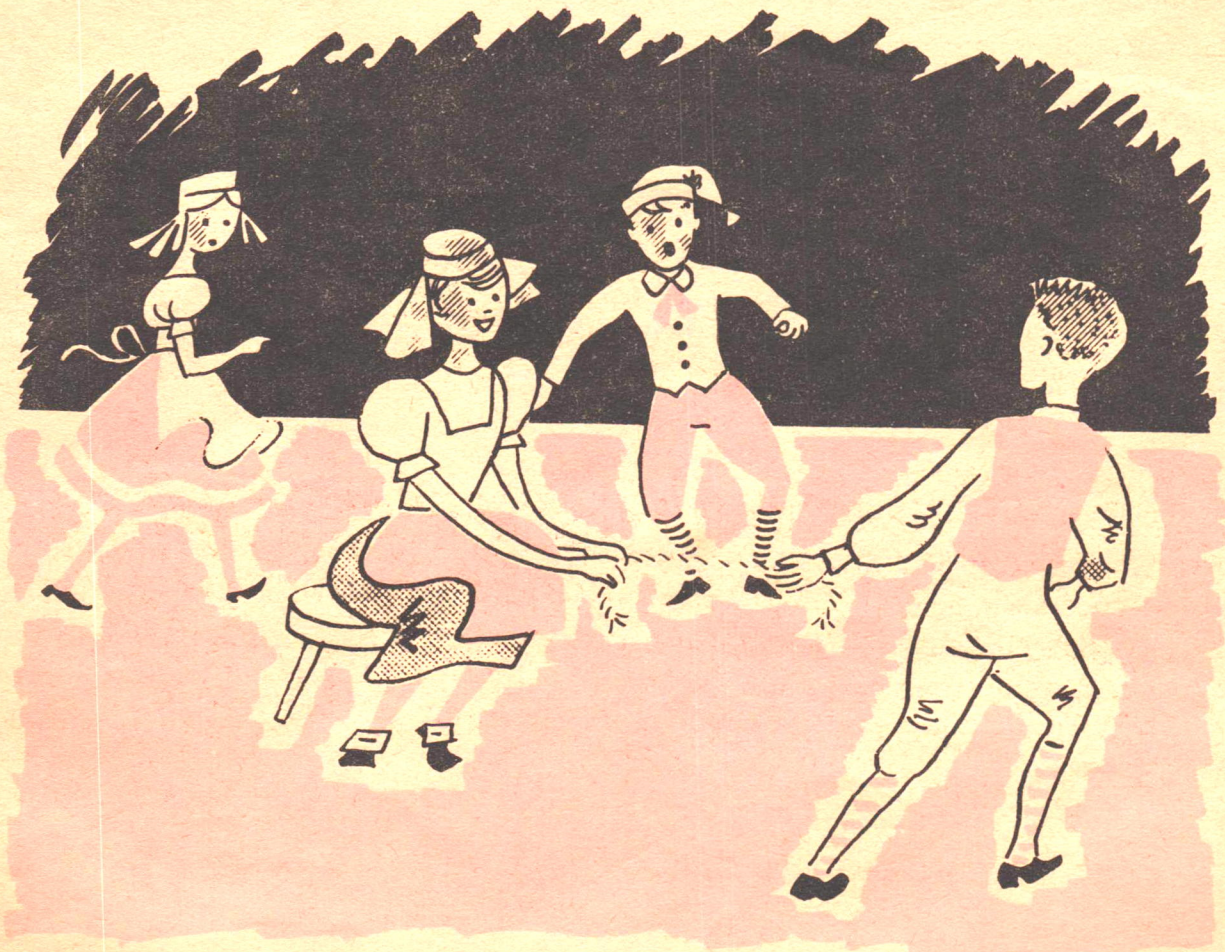
DENMARK

BASTE THE BEAR

10 - 30 players Indoors or out of doors

HOW TO PLAY THE GAME

A player is chosen to be the Bear, and another player to be the Keeper. The rest of the players form a circle. In the center of the circle, on a stool, sits the Bear and with him is his Keeper. The Bear holds one end of a two-foot piece of rope, and the Keeper holds the other end. (If a knot is placed at either end of the rope, it will make the rope easier to hold.) The players move into the center of the circle and try to "baste" the Bear. This means to tag or push him. They try to avoid being tagged in turn by either the Bear or his Keeper. If a player should be tagged by either the Bear or the Keeper, he must take the Bear's place, and the Bear becomes the Keeper, and the Keeper joins the players in the circle. At no time while the attack is being made may the Keeper or the Bear let go of the rope.



KICKERY

6 - 20 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT, and choses a rather large place in which to hide. The object of this game is for IT to hide from the others, while one other player counts to a hundred. At the end of the count of a hundred, the players call, "Coming," and start to hunt for IT. The hunters spread out while they seek the hidden IT. As soon as a hunter finds where IT is hidden, he quietly joins IT in his hiding place. As each hunter finds IT's hiding place, he quietly joins the others. The last player to discover IT in his hiding place becomes IT for the next game. If he cannot find him at all, he calls out, "Give up," and then he must hide while the others hunt for him.

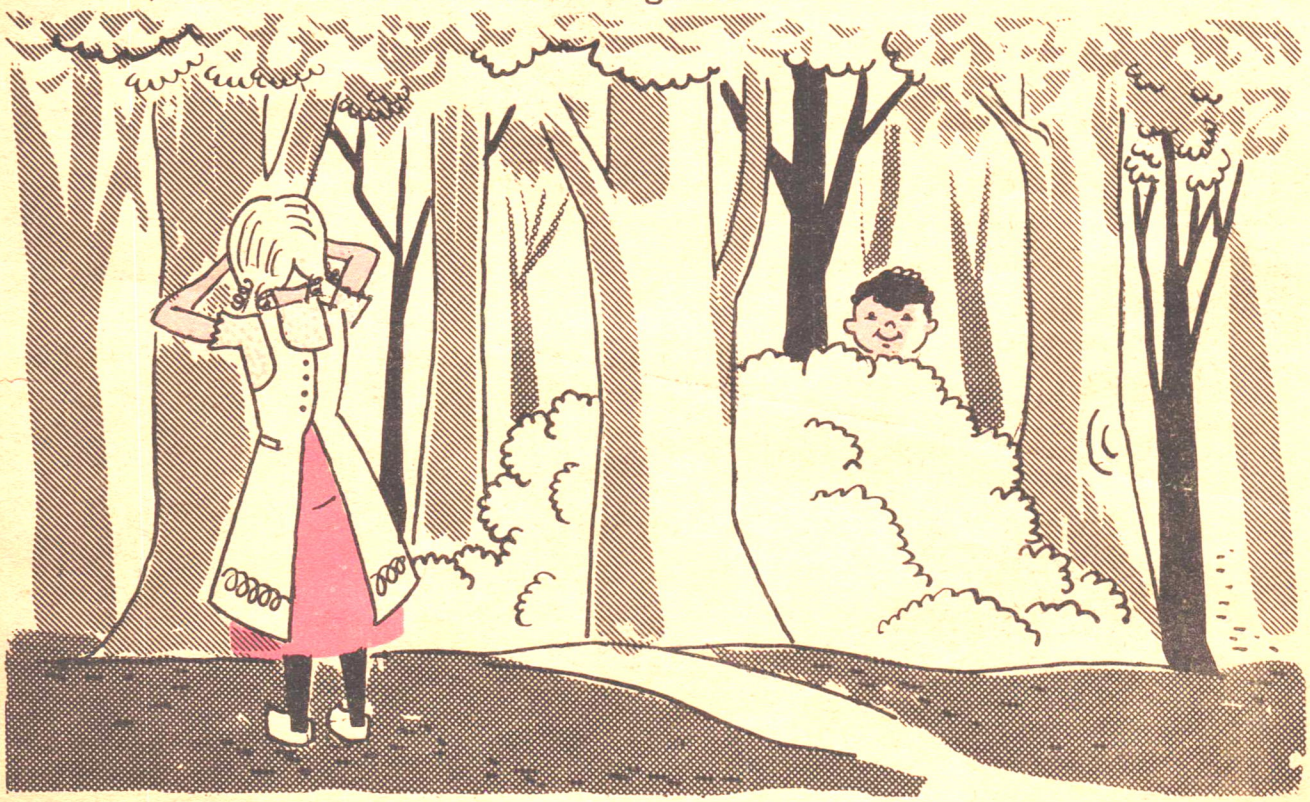
FRANCE

CACHE CACHE (Hide, hide)

5 - 30 players Indoors or out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT, and all players decide upon a goal. IT stands at the goal, with his eyes hidden, and counts up to a hundred. While his eyes are hidden and he's counting, the rest of the players run off and hide. The players select hiding spots some distance from the goal. IT starts out to look for them. This game differs from most hide-and-seek games as, while IT is looking for the hidden players, they, in turn, leave their hiding place for another one closer to the goal, without being seen by IT. If IT should spy a player moving or hiding, he calls the player's name aloud. The player called and IT both race for the goal. If IT reaches the goal before the player, the player is counted out. If the player has a good chance of making the goal before IT does, the player calls out, "Cache, cache," and races for the goal. IT tries to tag or trip the player as he races for the goal. If IT manages to get the player that player becomes the next IT, and the game starts over. If IT fails to catch him, he tries to get the next player who calls, "Cache, cache," and if he fails to get any player at all, he remains IT for another game.



GERMANY

ADAM HAD SEVEN SONS

6 - 20 players Indoors and out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT, and stands in the center. The rest of the players form a circle around him. All players sing or chant the following song:

Adam had seven sons
Seven sons had Adam
The seven sons were gay and glad
They did just as Adam bade
"All do as I do," said Adam

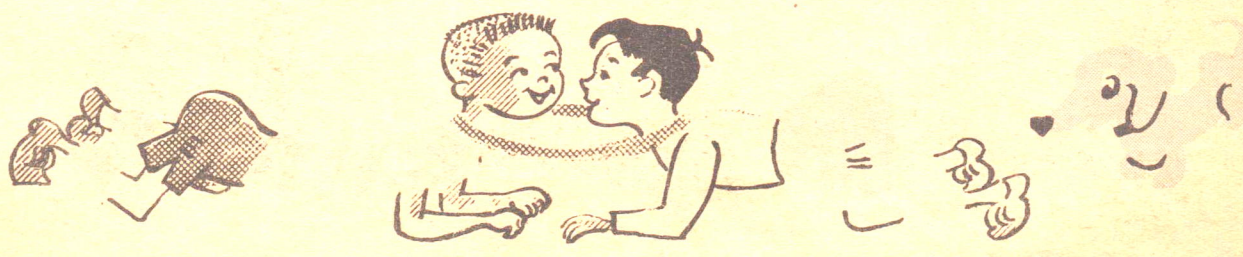
As the players sing the last line of the jingle, they watch IT and do just as he does. IT may pretend to be a lion and toss his head and roar in a loud voice, or a rooster flapping his wings and crowing. To catch the players IT may change his impersonation from one to another very quickly. The players must follow him just as quickly. Any player that hesitates too long or in any way does not follow ITS actions, must change places with IT.

DOG COLLAR

2 - 4 - 6 - 8 or any even amount of Players Indoors or out of doors

HOW TO PLAY THE GAME

The game is played in pairs. Each set of two players, on all fours, face each other. A loop of strong cloth or a belt, forming a circle, is looped over the two heads of the players. A line or marker divides the clear area between the players. The object of the game is for one player, by means of the looped cloth around his neck and the neck of his opponent, to try to pull his opponent over the line separating them. The winner of one Dog Collar contest may play the winner of another set of players. By the process of elimination the winner of the entire group can be determined.



GREECE

PEBBLE

6 - 20 players Indoors and out of doors

HOW TO PLAY THE GAME

One player is chosen to be IT and is given a small pebble. The rest of the players form a line, with their hands held out, palms together and thumbs up. IT walks along the line and pretends to drop the pebble in each player's hands. In one player's hands he really does drop the pebble. The player who received the pebble must start running towards the goal line, a place previously selected about twenty or thirty feet away, while the rest of the players chase him. IT, however, must stand still. The player with the pebble tries to reach the goal line and back to his place without being caught by the other players. If he succeeds, he becomes IT for the next game. If he is caught, the player who caught him becomes the next IT.

To make the game more exciting, the player who receives the pebble may choose his own time to start running. But he must start before IT reaches the last player in the line. The player with the pebble should try to look unconcerned so that the other players will not know he has the pebble. He, therefore, may have a better chance of reaching the goal line and returning to his place without being caught.

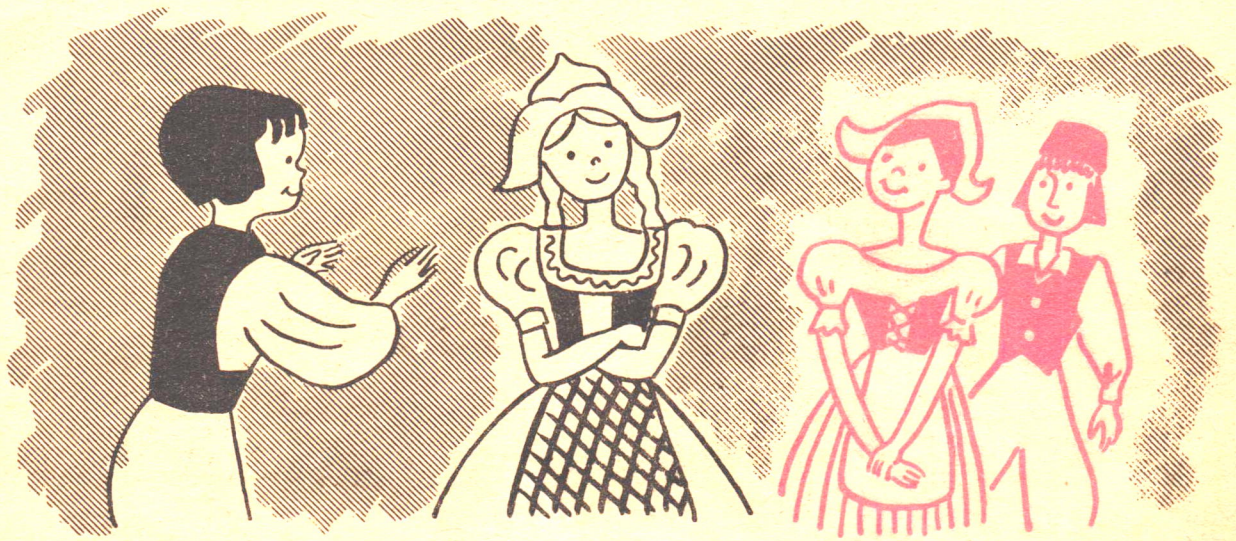
HOLLAND

PROOI (Captured)

8 - 20 players Indoors

HOW TO PLAY THE GAME

One player is chosen to be the Leader, and he cuts out as many pieces of paper as there are children. All the papers are left blank, but one on which is written the word "Prooi" (pronounced pro-i). All the papers are placed on a plate and the one that bears the word "Prooi" is placed face down so that the writing on it cannot be seen. The Leader passes the plate around and each player draws a piece of paper. The player that draws the paper bearing the written word, becomes the "Prooi." The lights in the room are turned off and the players move around in the darkness. The player who is the Prooi, hides himself, and remains in hiding for the rest of the game. Meanwhile, the rest of the players circle about, and when they touch one another they ask, "Prooi?" All players who are not the real Prooi, must answer, "prooi." When the real Prooi is touched by another player and the question is asked of him, he does not answer. But he takes the player who has touched him and asked the question, by the hand and both stand quietly together. When other players question them, neither answers, but instead take their hands silently and they, too, join the group. Each player who touches them joins the silent group. After a time the lights are turned on again, and a count is made to see if all the players have been caught. To play the game again new papers have to be cut.



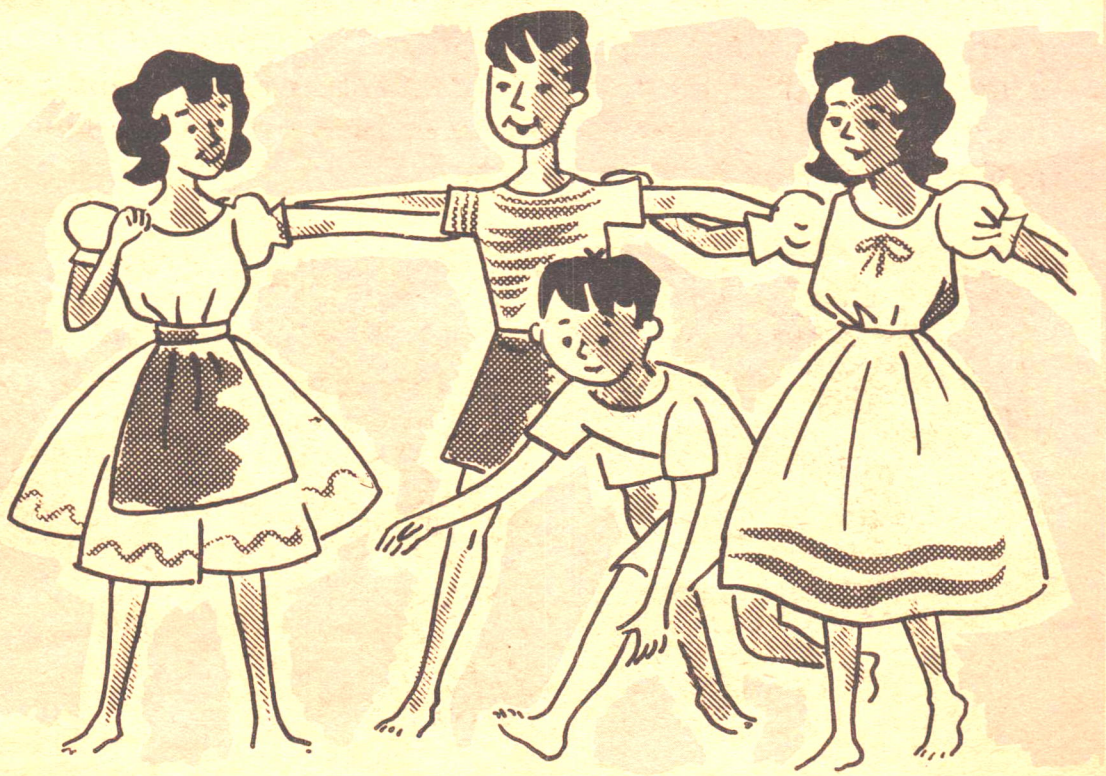
ITALY

FOLLOW CHASE

14 - 30 players Indoors or out of doors

HOW TO PLAY THE GAME

Two players are chosen, one is the Runner and the other is the Chaser. The rest of the players stand in a circle about an arm's length apart. Each player rests his outstretched arms on the shoulders of the players on either side of him. The intertwined arms make arches between the players. The Runner stands on one side of the circle, and the Chaser stands on the other side, opposite him. At a signal from a chosen player, the Runner starts to weave in and out of the arches around the circle, and the Chaser follows him in the exact same path. The Runner does not have to go in one arch and out of the one right next to it, he may cross the open area of the circle to enter an arch. If the Chaser succeeds in catching the Runner, he becomes the runner and another player takes the part of the Chaser. If the Chaser does not follow in the exact path of the Runner, he must change places with a player in the circle who first discovered his mistake. The game proceeds until all players have had a turn. Should one set of Runner and Chaser take too long, time can be called and two other players from the circle can take their places.



RUSSIA

GORELKI (Last couple out)

9 or more players Indoors or out of doors

HOW TO PLAY THE GAME

The extra player is chosen to be IT. The rest of the players pair off and line up. IT stands from six to ten feet in front of the first couple. The game starts when IT shouts, "Last couple out." At this the last couple in the line separate, and one of them runs up on each side of the line. They try to join hands and form a new couple in front of IT, before he can catch either one of them. If they succeed, then IT takes his place in front of them and calls for another couple to come out. If IT succeeds in catching one of the pair, he and the captured one form a couple at the head of the line. The player who was not caught becomes the next IT, who stands at the head of the line and calls, "Last couple out."

TYSHAN (The Gypsy)

One player is chosen to be the Gypsy, and he sits down surrounded by the other players. The players hold hands and move in a circle, chanting; "The first hour the Gypsy is asleep, the second hour the Gypsy is asleep, the third hour the Gypsy is asleep," and so on, until they reach the seventh hour. Then the players chant, "The eighth hour the Gypsy gets up, the ninth hour the Gypsy gets dressed, the tenth hour the Gypsy gets washed, the eleventh hour the Gypsy gets ready and the twelfth hour — the Gypsy runs." At the last three words, the players in the circle loosen hands and scatter in all directions, while the Gypsy tries to catch them. The first one the Gypsy catches becomes the next Gypsy. As an added bit of fun, while the players in the circle chant what the Gypsy is doing at each hour, the Gypsy may act out what the players say.

SPAIN

MOON AND MORNING STARS

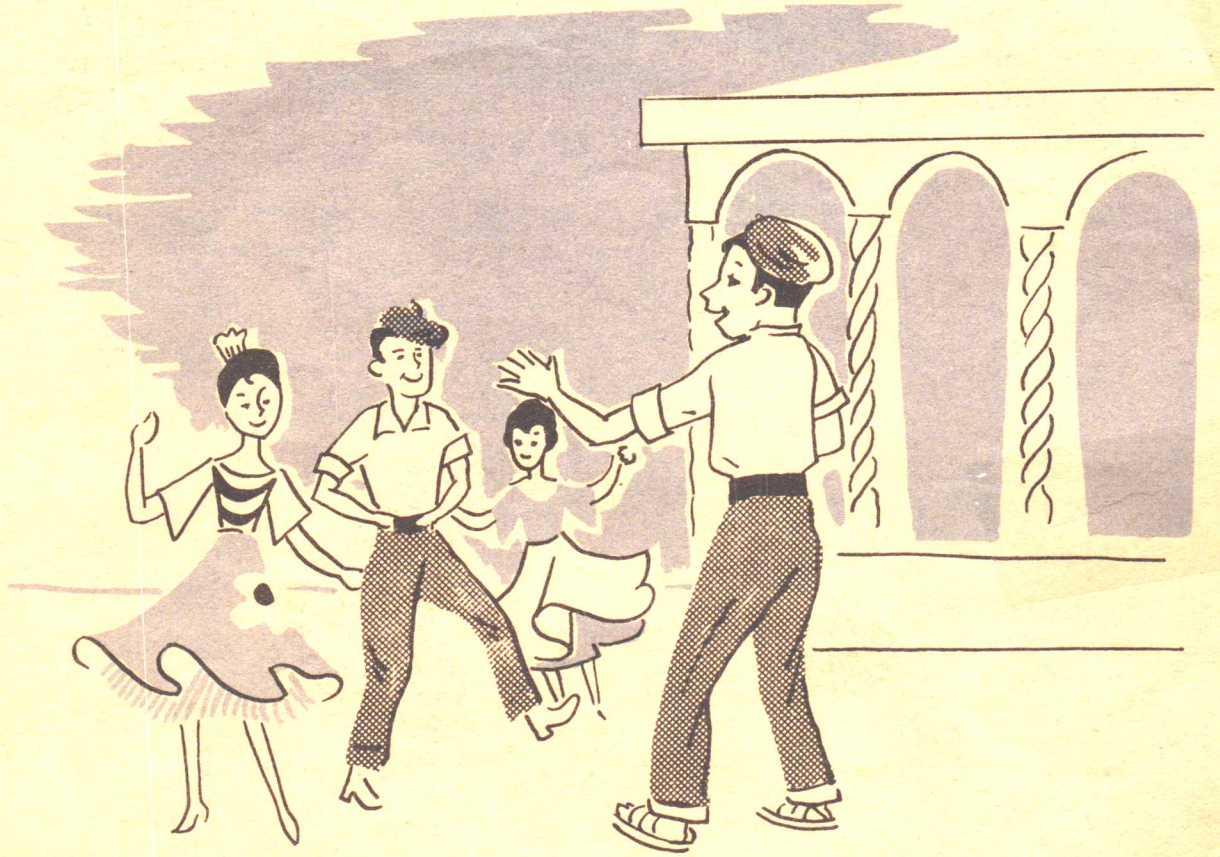
5 - 25 players Out of doors

HOW TO PLAY THE GAME

One player is chosen to be the Moon. The rest of the players are the Morning Stars. The Moon must always stay in the shadow of some large tree or in the shadow cast by a house or some other large object. The Morning Stars must always stay in the sunlight. The Morning Stars dance around in the sunshine singing the following song:

"The bright Moon and the Morning Stars
The bright Moon and the Morning Stars
Where the light shines gay, we dance and play
But who will dare the shadow?"

If the Morning Stars should venture into shadow the Moon tries to tag them. If the Moon succeeds in tagging a Morning Star, that player becomes the next Moon and must always stay in the shadow.



SCOTLAND

WEE BOLOGNA MAN

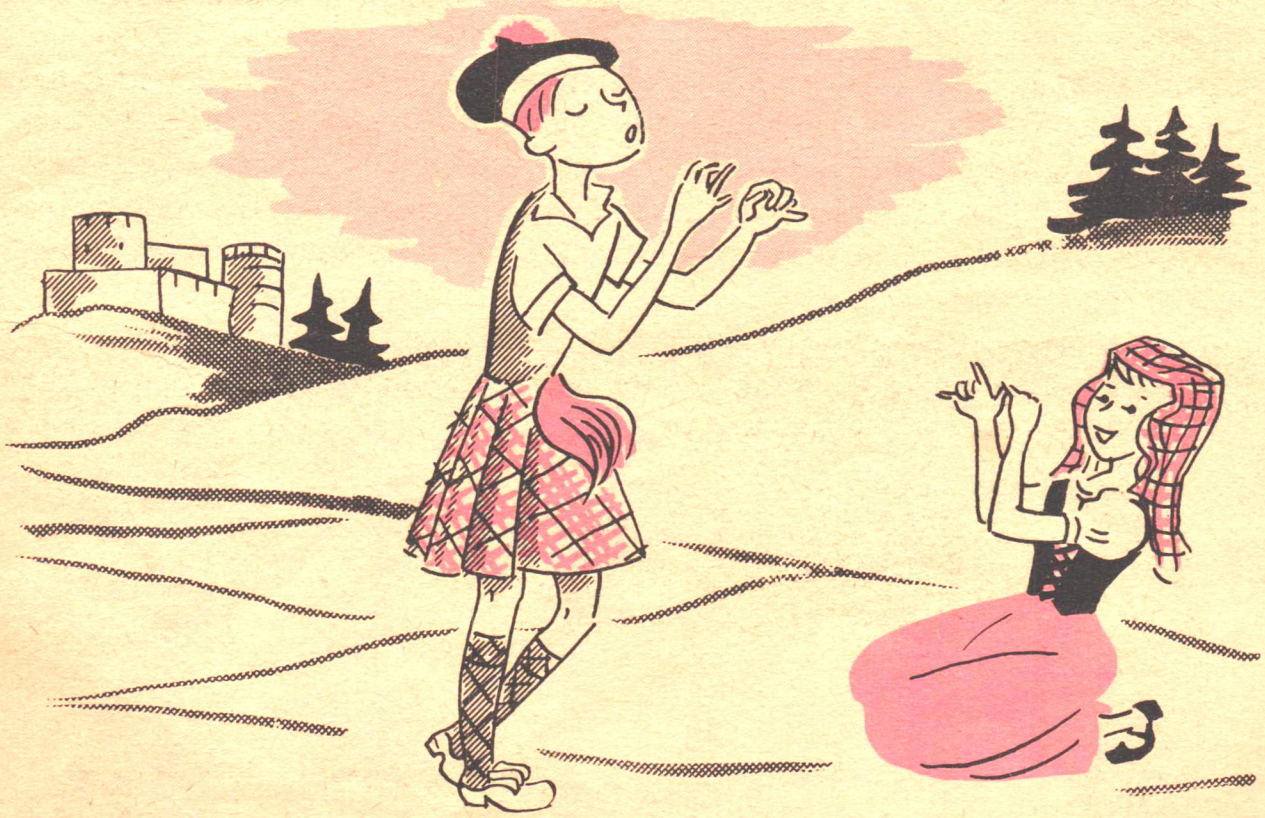
6 or more players Indoors or out of doors

HOW TO PLAY THE GAME

One player is chosen to be the Leader or the Wee Bologna Man. The rest of the players form a circle around him. The Leader repeats the following jingle:

"I am the Wee Bologna Man
Always do the best you can
To follow the Wee Bologna Man"

The Leader then goes through a series of motions as if he were playing some musical instrument, such as a drum, a violin, a piano, a fife, a trombone, a trumpet, a set of cymbals, or a bass fiddle. The Leader, in pantomime may also imitate an orchestra leader, a drum major or any other motion he chooses. The players in the circle must follow suit. The Leader should make his changes from one action to another at a brisk pace, all other players following at an equally fast speed. When one Leader has had a sufficient time to be the Wee Bologna Man, he chooses another player to take his place, and he takes theirs in the circle.



SWEDEN

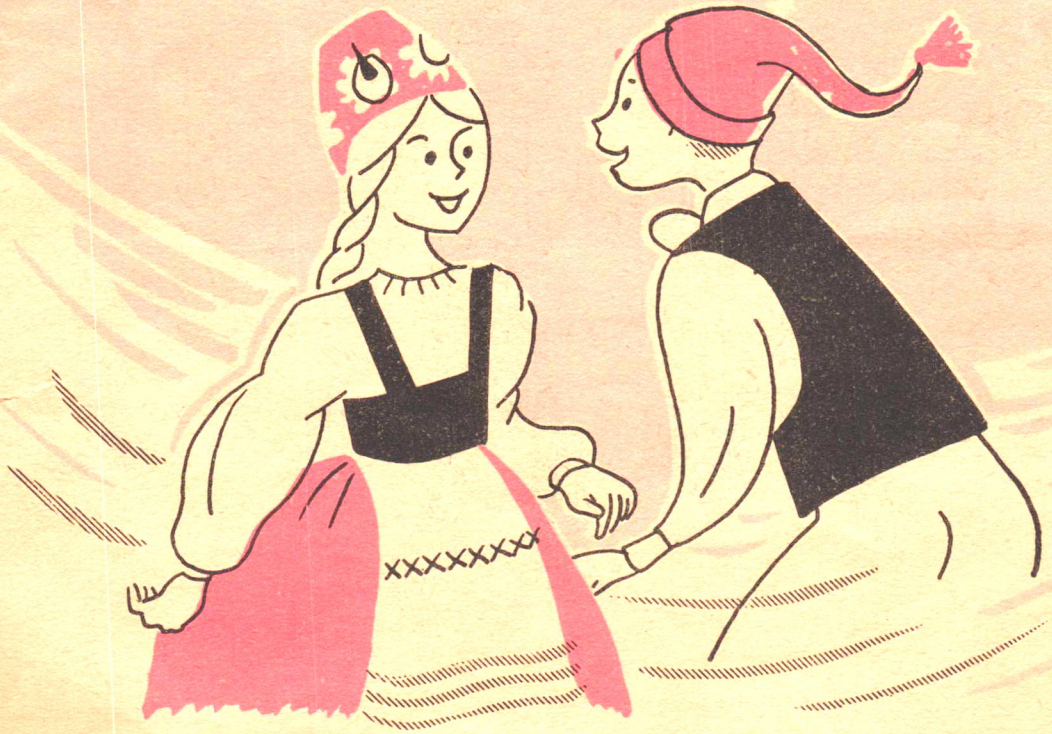
CUCKOO

12 players Indoors or out of doors

HOW TO PLAY THE GAME

Each player in the game is named as follows: the egg beater, the frying pan, the big spoon, the tea kettle, the rolling pin, the flat iron, the dish pan, the broom, the dust pan, the big iron pot, the kettle, and the Cuckoo Clock.

The Cuckoo stands in the center of the circle. The other players make a large circle around the Cuckoo, standing about two or three feet from each other. The Cuckoo starts the game by calling out, "Cuckoo." The players start moving around in a circle, each player as he walks, either makes the sound or does the motion of the kitchen utensil which he is named. For example, the kettle whistles, the broom sweeps, etc. Suddenly the Cuckoo calls out, "Cuckoo, Cuckoo," when the players hear "Cuckoo" called twice they must circle their nearest neighbor twice and then continue on their way. Should the Cuckoo call the word "Cuckoo" four times, the players must circle their neighbor four times. The last or slowest child to circle around each time, must sit on the "shelf" (a row of chairs or a bench off to one side). The game continues until all players, but the last, are sitting on the shelf. The last player wins.



SWITZERLAND

EAGLES AND GOATS

7 to 15 players Indoors or out of doors

HOW TO PLAY THE GAME

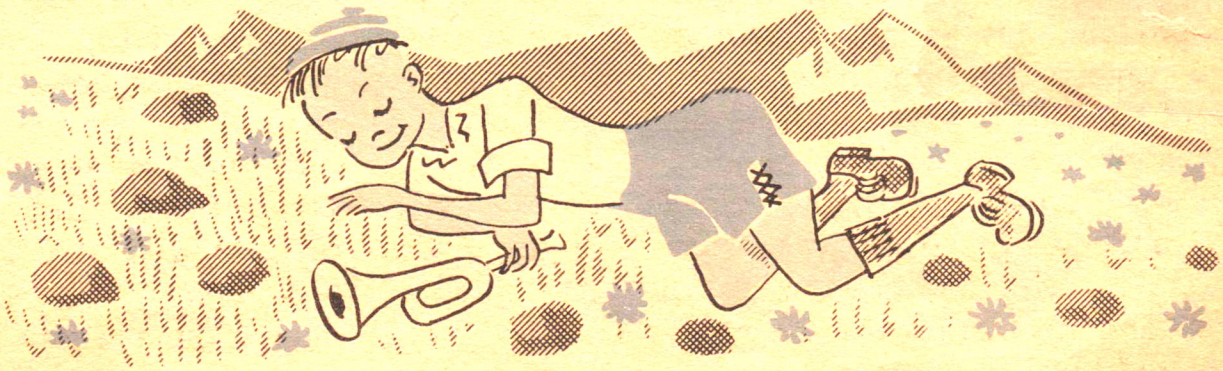
One player is chosen to be the Eagle and the rest of the players are the Goats. The Goats pretend to be grazing in the pasture. Suddenly the Eagle appears, swooping along with outspread arms like the claws of the big bird. The Goats have to guess quickly which one the Eagle plans to attack, and quickly form a circle around him. If they guess right, the Eagle flies away, and the Goats pretend to graze again. If they guess wrong, the Eagle calls aloud the name of the one he wants. Unless that one is quickly surrounded by the other Goats, the Eagle catches him and drags him away. The game continues until all the Goats but one have been caught. That one becomes the Eagle for the next game.

THE GOATHERD

6 - 15 players Out of doors

HOW TO PLAY THE GAME

One player is chosen to be the Goatherd. He collects some stones to represent his Goats and places them in a pile or scatters them close together. Then the Goatherd lies down beside his "Goats" and pretends to fall asleep. The Goatherd has a horn beside him. You may use a whistle in place of the horn. The other players, who represent wild animals, circle around him. While the Goatherd pretends to be asleep, one of the wild animals tries to snatch a "Goat" away before the Goatherd sees him. If the player succeeds, the Goatherd has lost a Goat. If the Goatherd sees the "wild animal" in time, he blows his horn, and the "wild animal" caught, becomes the next Goatherd.



CHILD APPROVED*

Every CHILD APPROVED* book is tested before publication by groups of children under the direction of skilled leaders in the field of creative activities. You can be sure they will appeal to the age groups for which they were designed.

BOOK OF HOBBIES (7-12) — 101 — Hobbies provide fun, recreation, and education, besides developing into life-long interests.

THINGS TO MAKE (7-12) — 102 — Here are hundreds of projects using simple material that children can say, "I made it myself."

LOT OF THINGS TO DO (7-12) — 103 — Hundreds of hours of fun with pencil and paper. Puzzles, drawing lessons, and games.

COOK BOOK (7-12) — 104 — Every child likes to work in the kitchen, making sandwiches, fudge, frankfurters, and other simple dishes. This book shows how.

SPACE, TIME, ROCKETS (8-13) — 105 — The subject children want to know more about. Experts have written and designed this book.

HOW, WHY, WHEN (7-12) — 106 — Over one thousand questions and answers most commonly asked by children.

SEWING BOOK (8-12) — 107 — Daughter and mother will learn from this informative book. Dressmaking, designing dolls clothes, etc.

LET'S PLAY TOGETHER (7-12) — 108 — Games, tricks and puzzles, can be played in groups or individually.

PAPER FUN (6-11) — 109 — Hundreds of projects to make with paper, from airplanes to dolls.

LET'S HAVE A PARTY (8-13) — 110 — Planning a party? Then this book is a must, from costumes to games.

A NATURE BOOK (8-12) — 111 — Fascinating things children should know about the wide open spaces.

DRAWING MADE EASY (7-12) — 112 — This book will actually show how to draw. Simple projects and instructions for the beginner.

A TRIP THROUGH SPACE (8-13) — 113 — This fascinating book was written by the associate curator of the Hayden Planetarium.

MAGIC MADE EASY (8-12) — 114 — Children can be the life of the party performing with the tricks in this book.

PUZZLES AND BRAIN TEASERS (7-12) — 115 — Hours of fun and entertainment which sharpen the mind.

PLAYBOOK OF LEARNING (4-7) — 116 — The first book of learning presented in an interesting manner.

HOBBY BOOK OF ELECTRICITY — 117 — From Edison to Marconi, many interesting facts and experiments for boys and girls.

ARTS AND CRAFTS — 118 — Many educational and interesting hours can be spent doing some of these Arts and Crafts.

A GREAT BOOK VALUE

Published by

PAXTON-SLADE